IRON KINGDOMS ®

FULL METAL FANTASY ROLEPLAYING GAME

BITTER MEDICINE

AN IRON KINGDOMS ADVENTURE

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Welcome to *Bitter Medicine,* the first installment of Iron Kingdoms Adventures. Iron Kingdoms Adventures is a series of full-length scenarios for use with the *Iron Kingdoms Full Metal Fantasy Roleplaying Game.*

Each installment of Iron Kingdoms Adventures contains everything a Game Master will need to run a complete story. These adventures take place across the Iron Kingdoms, from the depths of the savage wilderness to the soot-covered streets of western Immoren's major cities. Iron Kingdoms Adventures are self-contained scenarios, but each provides a number of hooks for getting characters involved in the adventure and suggestions for keeping the adventure going after the final scene.

Bitter Medicine is designed for a group of three to five Hero-level characters with 0–10 XP each. Ideally these characters are of Cygnaran origin, or at least sympathetic to the plight of Cygnaran people. *Bitter Medicine* works well as an adventure to bring a group together but does not explicitly require that the player characters (PCs) have worked together in the past—only that they are able to cooperate toward a common goal.

ADVENTURE BACKGROUND

PLAYERS BE WARNED!

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!

Bitter Medicine is set in the wilderness of the Eastern Midlunds north of Fharin, among the Upper Wyrmwall Mountains. The characters start the game on the Gilded Star, a newly commissioned train transporting medical supplies along the Market Line north to Bainsmarket.

Bainsmarket's population has recently suffered an outbreak of the Bloody Sweat, a hemorrhagic fever that is both extremely contagious and deadly. Although only a small portion of Bainsmarket's population has become infected, the nation of Cygnar is responding rapidly to prevent further spread of the disease. As the breadbasket of the region, Bainsmarket provides much of the food for the Cygnaran Army, and an epidemic there could be disastrous for the nation as the specter of war looms over it.

In 605 AR Cryxian attacks on Bainsmarket threatened the food stores of Cygnar. Familiar with the consequences should such a disaster repeat itself, and worried about widespread contagion if the disease goes unchecked, the nation is committed to swift eradication of the illness. Medical supplies and personnel from several nearby cities are being shipped to Bainsmarket as part of this effort.

One particularly important individual traveling to the city is Dr. Henri Gateu, a talented Llaelese doctor who specializes in the field of pathology. He has successfully treated many diseases similar to the Bloody Sweat with an alchemical remedy of his own manufacture, and he struck out for Bainsmarket with his assistant, Alma Barlow, upon learning of the breakout of the disease.

Carrying the ingredients required to formulate his remedy, Dr. Gateu intends to meet with the Order of the Golden Crucible in Bainsmarket. Upon his arrival, he hopes to speed the recovery effort by demonstrating the efficacy and manufacture of his cure to the alchemists there. He and Alma boarded the Gilded Star in Fharin, where a small fortune's worth of medical and other relief supplies were loaded.

Meanwhile, unbeknownst to anyone, a separate outbreak of the disease has occurred in the Wyrmwall Mountains. A gang of highwaymen called the Wyrmwall Riders caught the disease from a caravan of refugees heading to Bainsmarket. Several people in the caravan had contracted the Bloody Sweat before leaving Bainsmarket, and the greedy bandits were exposed to it when they attacked.

Uniformly exposed to the illness and lacking anyone who could recognize its early symptoms, the Wyrmwall Riders quickly succumbed. Without the skills and supplies needed to treat the illness, the ailing bandits have turned their attention to the numerous trains, many hauling marked medical supply cars, that have recently been traveling north along the rails.

Now the Wyrmwall Riders are ready to mount a raid against the next train to pass their stretch of the mountains. The gang's leader, Bayton Rookwood, has promised a king's ransom to anyone who can bring him a doctor able to cure the deadly illness. Fortunately for him, the next train along the line is carrying exactly what he needs.

THE BLOODY SWEAT

The Bloody Sweat is a highly contagious airborne fever, though the likelihood of transmission increases dramatically with direct fluid contact in the form of blood or saliva. The disease has a rapid incubation period of twelve to twenty-four hours, followed by a prolonged prodromal stage of many weeks during which the symptoms manifest. The most successful treatment window is during the earliest part of the incubation period. If treatment is administered during incubation, the disease can be fully cured within a few days. Although the disease is still treatable during the prodromal stage, it is extremely resistant to most medicines.

After a few weeks, the disease becomes full-blown. Its major symptoms include dramatically increased fever, open sores, and frequent, heavy nosebleeds. Within days of progressing to this state, the infected frequently die—the Bloody Sweat has a mortality rate of nearly seventy percent. The illness' final, lethal symptoms are a drastic spike in temperature followed by the flow of blood from the victim's pores in a gruesome sweat that gives the malady its name.

The strain in this adventure is a particularly aggressive form of the Bloody Sweat. It predominantly serves the purpose of the story, giving characters a sense of impending doom when their noses begin to bleed and their fevers rise.

ADVENTURE SUMMARY

Set against the backdrop of the Wyrmwall Mountains, this adventure places the PCs in a battle for survival with a diseased gang of brigands. During a bandit attack on a train they are riding, the PCs are infected with a deadly contagion, and they must now battle their way into a hidden bandit fortress to recover Dr. Henri Gateu, a physician who specializes in treating the very illness they have contracted. Along the way they will confront the deadly forces of the Wyrmwall Riders and their wicked leader, Bayton Rookwood, a Vinter loyalist who was once counted among the elite ranks of the Cygnaran Reconnaissance Service. The PCs' efforts will ultimately lead them into a high-speed chase against the heavily armed Rookwood, with their very lives the price of failure.

CAST OF CHARACTERS

The following non-player characters (NPCs) appear in *Bitter Medicine.*

BAYTON ROOKWOOD, LEADER OF THE WYRMWALL RIDERS (MALE CASPIAN, LATE 50s)

Bayton Rookwood is a merciless brigand and the leader of the Wyrmwall Riders. A former forward scout of the Cygnaran Reconnaissance Service, Rookwood was a fervently loyal man under the rule of King Vinter IV. Seeing the usurpation of the throne by Leto as nothing less than a betrayal of everything he believed in, Rookwood abandoned the military and went into hiding after the Lion's Coup. Living as a highwayman, Rookwood relied on the skills of his military past to survive. Eventually he drew others and trained them in his methods, creating a cutthroat band of horsemen.

Several weeks ago, Rookwood and his gang struck a civilian caravan on its way to Bainsmarket. The caravan consisted of several families suffering from the Bloody Sweat who were traveling to Bainsmarket for medical treatment.

Living so far from the cities of Cygnar, Rookwood was unaware that Bainsmarket had recently suffered an outbreak of the

ADAPTING *BITTER MEDICINE*

Though *Bitter Medicine* takes place in the stretch of wilderness between Fharin and Bainsmarket in northern Cygnar, a Game Master can adapt the adventure to suit his campaign and his players' characters. Railroads are becoming more common throughout the Iron Kingdoms, and the kind of banditry and illness that is central to the story of *Bitter Medicine* knows no national boundaries. The following suggestions will help a Game Master adapt the adventure to different settings. Because such adaptation requires overhauling many of the minor details of the story, it is recommended for experienced Game Masters only.

Khador – The stretch of railroad between Korsk and Skirov is a good place to set the adventure. The bandit Rookwood and his gang could be outlaws living in the mountains to the east. Alternatively the train could be carrying supplies into occupied Llael from Korsk, and the bandit gang could have fortified one of the long-forgotten fortresses of the ancient horselords in the Kovosk Hills.

If you set this adventure in Khador, it would be appropriate for Rookwood's armored carriage (p. 52) to be an old-model Khadoran Gun Carriage that the bandits acquired illicitly. Dr. Gateu's and Alma's backgrounds will have to be adapted to better suit the new setting: rather than a mendicant physician, the good doctor could be an aristocratic alchemist in service to the Empress, traveling with his personal assistant to investigate an outbreak of disease in Skirov.

Ord – Setting the adventure in Ord will require a change of setting for the final scenes in the adventure. Instead of having the bandits holed up in an abandoned mining camp in the mountains, you could have them hide in an overgrown and derelict lumber camp in the Olgunholt and make their leader a renegade member of the Mateu family. Dr. Gateu and Alma have aided refugee settlements in Ord as well as Cygnar, so their personal histories will require little change.

Llael – Setting *Bitter Medicine* in Llael will require a near-complete overhaul, but it can be done. Rather than a wandering surgeon, Dr. Gateu could be a member of the beleaguered Llaelese Resistance, traveling to a resistance holding in Khadoran-occupied territory. Traveling by river and under an assumed identity, the doctor is kidnapped by a ruthless gang of river pirates who have caught word of his journey and are determined that he cure them of the disease they have contracted.

Bloody Sweat, and he didn't recognize that the civilians were infected with the disease. Rookwood personally dispatched several of the innocent citizens, and he contracted the disease when he was exposed to their blood.

Once the disease entered its prodromal stage and the symptoms first began to manifest, Rookwood recognized the danger of his situation. To compound matters, the Riders he took with him on the raid also fell ill, and several died gruesome and bloody deaths, further spreading the infection throughout his camp. Within the first two weeks, the bandit ranks had dropped by a quarter. By all rights Rookwood should have been the first to succumb, but he lives on, driven by a terrible and malevolent will. The disease has burned through his system and left him a grisly spectacle. Wrapped with foul and stained bandages, he hides his scarred and contaminated face behind a bandit's mask.

Campaign Role: Bayton Rookwood serves as the main antagonist of *Bitter Medicine,* though he isn't revealed until late in the adventure. Rookwood is the dark antithesis of the player characters. Unlike the PCs, whose infections are no fault of their own, Rookwood has become infected purely because of his greedy exploitation of others. Although Rookwood and the player characters share a common goal, their motivations are worlds apart. Rookwood wants to be well so he can keep profiting from his vicious banditry, and he will happily kill Dr. Gateu once he no longer needs him.

DR. HENRI GATEU (MALE RYN, 40s)

Prior to the invasion of his nation by Khador, Dr. Gateu was the personal surgeon of a powerful noble family living in Merywyn. He is a fierce-looking, younger middle-aged man of quiet disposition, a faithful Morrowan, and a survivor.

During the siege on Merywyn, Gateu provided medical aid to the men and women fighting the Khadorans. Ultimately the Llaelese defenders were defeated, and the Khadorans took the doctor as a prisoner of war. Sent to work in a forced labor camp in the north, Gateu was devastated by the number of his fellow prisoners—Llaelese and Cygnaran—who succumbed to the diseases brought on by cramped and unsanitary conditions.

One infection in particular, a type of hemorrhagic fever known as the Bloody Sweat, was responsible for more death and suffering than the Khadoran guards. The ague seemed to be a by-product of the mines in which the prisoners were forced to toil—some foul infection they were exposed to as they worked underground. It was initially thought to be an environmental effect, similar to black lung, but it quickly spread through the prison population. Within a month, nearly seventy percent of the prisoners had contracted the disease.

Gateu himself never caught the illness, but he was forced to watch as an unbearable number of his fellow prisoners caught ill and eventually died. Even a few of the Khadoran guards fell ill. Upon learning of Gateu's past as a surgeon, the guards pulled him out of the general prison population to help combat the spread of the infection among their ranks.

Eventually Dr. Gateu escaped his captors and fled down the Black River to Cygnar. Although he left the prison camp behind, he could not forget the effects of the illness he had witnessed. Dedicating himself to the study and eradication of the disease, he became a wandering mendicant who traveled from place to place in Cygnar and Ord, visiting the many refugee camps his fellow Llaelese had made their new homes.

Within the camps the doctor found many other cases of the Bloody Sweat, spread by fellow prisoners who had escaped or earned their freedom. At each camp he learned more about the disease, supporting himself with donations given to him by those he treated. Eventually Gateu was able to refine an alchemical cure for the infection. An experimental formula, his cure involves a careful balance of otherwise deadly reagents. Taken by themselves or in the wrong doses at the wrong times, these components are just as lethal as the disease they treat, but Dr. Gateu's experience in their application is unmatched. Often using himself as a test subject (with his skilled assistant Alma nearby to revive him should an experiment go awry), Dr. Gateu has created a sure cure for the sickness.

Campaign Role: Rescuing Dr. Gateu is the goal of the campaign. The only doctor for miles with an understanding of the disease, he can save the characters once they become infected, but they must first save *him* from capture at the hands of the Wyrmwall Riders.

ALMA BARLOW (FEMALE MIDLUNDER, 20s)

Alma Barlow is Dr. Gateu's loyal and resolute assistant. She spends nearly as much time seeing to the brilliant (but somewhat distracted) doctor as she does assisting him with his medical procedures. She is very protective of the doctor and will stop at nothing to ensure his safety.

Alma first joined Dr. Gateu after he visited her hometown of Corvis, where he treated a minor outbreak of the Bloody Sweat that was spreading through a refugee population that had made camp near Filcher's Crossing. Alma had learned the basics of alchemy and medicine from her father, an alchemist who died during the skorne invasion of the city. In Dr. Gateu she saw the same kind of dedication to others her father once had. Over his initial objections, she decided to aid the tired and overwhelmed doctor on his journey. Their relationship is somewhere between that of a father and overprotective daughter and that of a teacher and student.

Campaign Role: Alma is an ally of the PCs as they start the adventure. Her own background and her travels alongside the doctor have provided her firsthand experience with the Bloody Sweat, so she can explain what's happening as the PCs begin to suffer the disease's effects.

THE WYRMWALL RIDERS (MOSTLY MIDLUNDER, BETWEEN 20 AND 50)

Rookwood's gang relies on surprise and mobility during its raids. Striking small communities in the region surrounding their hidden encampment in the Wyrmwall Mountains, attacking supply shipments moving by train, and even hitting

small Cygnaran military patrols, the Wyrmwall Riders have managed to live well for many years. Some are former members of Rookwood's reconnaissance unit from his time in the Cygnaran military, others are former miners from the region, and some are simply ne'er-do-wells who sought Rookwood out after hearing about his many successful raids.

Whenever a group of bounty hunters or a military response team is dispatched to deal with the Wyrmwall Riders, the bandits simply fade back into the mountains, keeping to narrow and treacherous mountain trails and ambushing anyone foolish enough to follow them. The Riders often joke that their horses need to be at least half mountain goat to traverse the terrain they ride through daily.

Since Rookwood and his Riders were first exposed to the Bloody Sweat, the disease has spread throughout the gang. Its members are in different stages of infection, with some significantly weaker and closer to death than others, but enough are able to ride and fight to present a significant threat. The Wyrmwall Riders carry arms and armor stolen from Cygnaran forces, including some from raids against caravans carrying heavy gear to the Cygnaran lines in the Thornwood. Armed with quality sidearms, military-grade rifles and grenades, and even a few light artillery pieces, they are an extremely dangerous gang of criminals.

GETTING THE PCs INVOLVED

The adventure begins aboard the Gilded Star, a locomotive that travels the long route between Fharin and the city of Bainsmarket. The simplest way to get the PCs involved is to have them ride the train as part of their normal journeys, but a number of other methods can get them on the train.

• Characters with connections to Bainsmarket may have learned that one of their connections there (friends, family, etc.) has contracted the disease and is requesting their assistance.

• The outbreak of disease in Bainsmarket has led to a nationwide effort to eliminate the illness in the region. A threat to the population of Bainsmarket affects its ability to produce food for Cygnar. Any character with the Medicine skill may have been hired to help treat the infected in Bainsmarket as part of the nationwide eradication effort.

• Characters with the Priest career could receive instructions from their superiors to help the people of Bainsmarket who are in need of guidance. These characters could be traveling to the city to see to the spiritual needs of the survivors or to provide burial rites for the dead.

• Rookwood's bandits have been striking travelers in the region for some time, and they have thus far eluded capture. The Caspian Railway Society is aware of their presence in the region and is looking for additional security to protect its interests. Characters could receive a request from a contact asking for aid in providing security aboard the train, or characters with the Bounty Hunter career could be hired to bring in the man responsible for the raids.

SCENE 1: THE GILDED STAR

SYNOPSIS

Riding on a northbound train en route to Bainsmarket, the player characters meet the affable Dr. Henri Gateu and his assistant, Alma Barlow. From the surrounding hills, a plague-bearing bandit gang called the Wyrmwall Riders attacks the train. The bandits slaughter many aboard the train, make off with an invaluable supply of medical provisions, and kidnap the doctor. During the course of the battle, the PCs are exposed to a strain of the Bloody Sweat, a deadly sickness.

Read or paraphrase the following to set the scene:

It has been several hours since you embarked on the Gilded Star, a train headed north along the Market Line toward Bainsmarket. The train is steadily chugging along, passing through miles of open wilderness. There are relatively few other passengers aboard, just a handful of men and women who came on during a brief stop in Fharin. The city is long behind you, and the constant rhythm of the engine has faded into the background. You have settled in for the long ride ahead. At the pace the Gilded Star is moving, it will be many hours until the next stop where you can get out and stretch your legs.

The PCs are aboard the Gilded Star, a train traveling up the Market Line. Originally departing from Steelwater Flats, it recently passed through Fharin on its way to Bainsmarket. The train is currently configured to haul both passengers and cargo. Behind the engine and the coal car are a dining car and a pair of passenger cars, followed by a string of three large shipping cars and the caboose. If any of the PCs owns a steamjack, it is likely stored in these rear cars for the journey. Oddly, when the characters boarded the train, they noticed that the shipping cars were emblazoned with medical symbols.

The PCs are in the train's main passenger car, which is sparsely populated at the moment. A handful of other passengers are scattered among the wooden bench seats, and some others are moving through the aisles from the dining car ahead. Most are reading broadsheets purchased at the train station or napping in their seats, though a pair sitting a few seats ahead of the characters are quietly conversing, planning their visit to Bainsmarket. Occasionally a porter wearing the crisp uniform of the Caspian Railway Society passes through from the rearward shipping cars, trailing a faint smell of antiseptic. Characters with any railroad experience would know that it's unusual for a porter to make such regular trips into a car lacking passengers. If a player character attempts to follow the porter back, he is confronted by an armed train warden in the storage car who informs him that the rearward cars are off-limits to passengers while the train is in motion. Inside the storage car are dozens of crates stacked to the ceiling, each marked with a medical symbol.

Outside the window, the landscape of the Eastern Midlunds passes by. To the west the foothills and craggy peaks of the Wyrmwall Mountains flank the railway, and to the east a broad expanse of flatlands stretches all the way to the Black River.

The train is half a day out of Steelwater Flats, steadily chugging along toward its destination. Despite the relatively short distance between the two cities, the Gilded Star cannot reach top speed, as the heavy cargo it is hauling weighs it down. The train will not reach its destination for hours.

If the characters have not worked together before, this is a good time for the players to introduce and describe their characters to each other and to explain what they've been doing for the first few hours of the journey. There are a pair of larger booths with tables at the front of the car that are ideal for a game of cards, a stack of broadsheets to read (mostly the *Steelwater Sentinel,* but a few other publications as well), other passengers to chat with, and plentiful food and drink in the dining car.

Once the PCs have had a moment to settle in, read or paraphrase the following:

The steady rhythm of the train's passage is suddenly broken by a cry of alarm from a passenger sitting a few seats ahead of you.

"My watch! Alma, I've lost my watch!"

A thin, middle-aged man with round spectacles stands up, looking around his seat in desperation. Sitting next to him is a younger woman with dark hair. As the man searches the area around their seats for his pocket watch, a faint musical chime begins to play the Llaelese national anthem. With the ghost of a smile, the young woman quietly instructs the man to check his coat pocket.

After a few seconds of fretful searching, he pulls a simple brass watch from his coat and heaves a sigh of relief, muttering to himself that he was sure he hadn't put it there. Carefully and deliberately, he moves it to the watch pocket of his vest and secures the chain. Looking around sheepishly at the commotion he's caused, he approaches you with an apologetic expression.

"I'm terribly sorry for the disturbance," he begins, speaking with a faint Llaelese accent. "My name is Doctor Henri Gateu. Please, allow me to purchase you a drink by way of apology."

If the PCs accept, the doctor gives Alma a handful of crowns and politely requests she bring back a bottle of something decent from the dining car. If the PCs have a specific request, she will do her best to fulfill it, but the Gilded Star carries only a standard array of wines and liquors, so unusual drinks are unavailable.

Once Alma returns with a bottle (or two, depending on the size of the party), Dr. Gateu brings a surgeon's bag to the characters' seats. He reaches inside and produces a set of laboratory flasks—which, Alma hastily explains, are clean—to use as drinking glasses. After pouring drinks for anyone who will accept them, the doctor raises his flask in a traditional Llaelese toast: "May trouble follow you all your days, but may it never catch you." He then quickly drains the contents.

Dr. Gateu and Alma chat with the PCs and seem extremely interested in learning about them and their travels. As the two speak, it's clear that they are longtime traveling companions and that Dr. Gateu, though prone to distraction and forgetfulness, is a very intelligent man. During the course of the conversation, the players learn the following:

- Dr. Gateu is headed to Bainsmarket to help deal with a medical issue there. Characters trained in Medicine can make a Medicine skill roll against a target number of 14. If the roll succeeds, the character has heard of a recent outbreak of a disease in the city. If the roll succeeds by 5 or more, the character has heard of or is otherwise familiar with the general characteristics of the illness (see "The Bloody Sweat," p. 44). Characters who have been hired to help with the treatment effort automatically have this information.

- Alma, the doctor's assistant, is still in training. Her conversations indicate she's a clever woman, but she doesn't yet understand medical practice as deeply as Dr. Gateu does. Of the two, however, Alma is more direct and confident. She pays close attention to the doctor when he speaks of his profession but exhibits an almost matronly attitude toward him at all other times.

- If any of the PCs comment on the shipping cars (and the unusual smell the railway employee brings forward with him from those cars), Dr. Gateu explains that the train is carrying a comprehensive load of medical supplies to assist the infected in Bainsmarket. He also lets slip that a group of armed train wardens is guarding the cargo—the rail porter has been bringing them food and drinks during the train's passage. Characters hired to protect the train already have this information.

EXIT DOCTOR GATEU

After a few drinks, Dr. Gateu stands and politely excuses himself, explaining that he has to attend to an immediate medical issue. Alma looks at him in alarm until he chuckles and apologizes to her, saying that the joke was in poor taste and asking if she noted where the facilities were when they boarded. She rolls her eyes and points him forward, toward the dining car.

Once he leaves, Alma thanks the PCs for indulging the doctor, explaining that he may be a bit absent-minded and lacking in social grace but that he means well and is very knowledgeable. She is happy to provide details about their past to any who inquire (see p. 5). When she speaks about Dr. Gateu, she does so with an equal measure of respect for his abilities, fierce devotion, and a kind of familiar concern. Alma is many years the doctor's junior, and she clearly regards him as a father figure as well as a teacher and mentor.

As she converses with the PCs, Alma keeps glancing out of the windows facing the mountains to the west, taking in the passing countryside. After a few minutes of conversation, she trails off mid-sentence, rising from her seat and pointing toward the mountains.

Read or paraphrase the following:

"What do you suppose that is?" Alma asks, knitting her brows in concern.

Following the line of her outstretched finger, you see a plume of pale dust billowing up between two hills to the west a few hundred feet from the tracks, near the base of the mountains. A moment later, a single man on horseback crests the hill, driving his horse downhill toward you.

"Goodness," says a passenger sitting behind you as he squints at the solitary rider. "I think that man is armed. Do you think that man might be a—a bandit?"

"If he is, he's a fool," replies his traveling companion. "Who ever heard of a man robbing a train single-han—"

Before he can finish, dozens of riders come over the hillside, their sure-footed horses darting and weaving down the slope. Silhouetted within the cloud, the forms of mounted men stand high in their saddles as they

ride toward the train at a full gallop. They come in overlapping waves, kicking up great plumes of dust that make it difficult to determine their exact numbers. Among them you see the boxy shape of a buckboard wagon, a slugger mounted beside its driver.

The characters have a full round to act before the riders reach the train. The riders are fanning out to strike each train car simultaneously, and they will fire on anyone moving between train cars to drive them back into cover.

A character who decides to run to the train wardens and warn them of the impending attack finds that the storage cars are locked and barred from within, but a glass window set in the door affords the character a view of what transpires in the storage cars. He will witness the wardens firing out of the weapon slits of the train's storage cars before the wagon's slugger opens fire, ripping through the hull of the train and the bodies of its defenders. Moments later, an explosive charge detonates in the storage car, cracking the thick window glass and filling the storage car with dense smoke.

Once each player character has acted, read or paraphrase the following:

The riders draw their weapons and fire a fusillade on the train as they swoop down upon you. Bullets crack through the windows of your compartment, some striking other passengers who are rising from their seats in alarm. The wagon's slugger fires, strafing the side of the train from the engine toward the rear and punching holes in the wooden walls above you. As you reflexively duck down from the unexpected torrent of lead, you hear a series of thuds both ahead of you and behind you as men jump aboard the train.

COMBAT ENCOUNTER #1

These men are a sortie of the Wyrmwall Riders, sent by Bayton Rookwood to recover medical supplies from the Gilded Star. As the train robbers board the Gilded Star, the characters hear shouting and numerous gunshots from the cars on either side of them, followed by a handful of loud explosions to the rear. The bandits use alchemical explosives to blow open one of the train cars and immediately start a gun battle with the train wardens inside. Once the wardens are dealt with, the bandits begin offloading medical supplies while their comrades sweep through the train to deal with any security forces. A group of bandits discover Dr. Gateu trying to stabilize a wounded passenger in the train's dining car. They quickly recognize him as a doctor, knock him unconscious, and take him hostage.

Meanwhile, groups of bandits riding alongside the eastern side of the train keep pace with it, occasionally firing their pistols and carbines through the train's windows. These riders act as reinforcements as bandits aboard the train are killed, but for the most part they protect the wagon. The wagon's three crewmen catch the supplies that their comrades throw from the train.

When the player characters move to act against the bandits, read or paraphrase the following:

You hear angry shouting from the dining car, followed by a series of gunshots and panicked screams. The voice of Dr. Gateu cries out above the commotion. A moment later the door at the front of the cabin is violently wrenched open. Two grenades fly in, their explosions filling

THE GUILDED STAR (COMBAT ENCOUNTER #1)
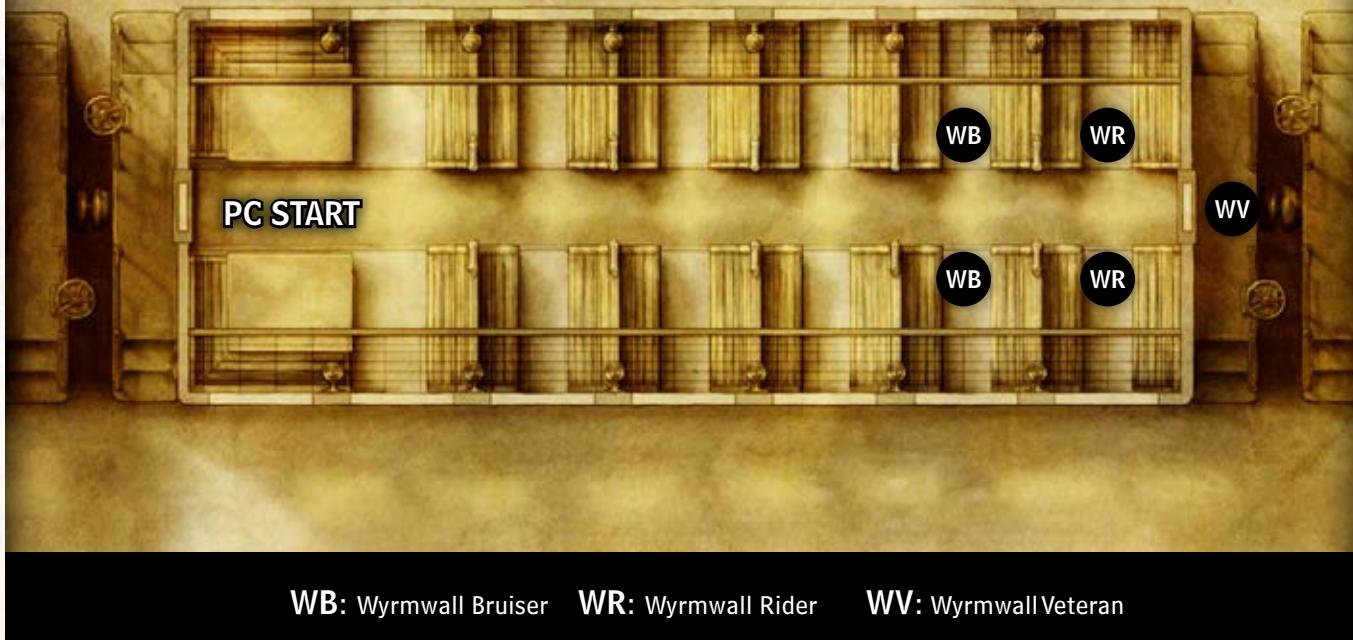
WB: Wyrmwall Bruiser   **WR:** Wyrmwall Rider   **WV:** Wyrmwall Veteran

the cabin with a stinging haze of yellow smoke. Bursting into the car under cover of the smoke come five bandits with weapons at the ready, their faces obscured by gas masks. You hear one shout a warning to his comrades, his voice muffled by the mask.

These bandits are sweeping back from the forward dining car, putting down any potential resistance that might endanger their attempt to steal medical supplies. They are also moving to support their comrades at the rearward shipping cars, hoping to outflank the train wardens and catch them in a crossfire. When the bandits see the PCs, they immediately take cover behind the bench seats near the forward door. The group consists of two Wyrmwall Riders, two Wyrmwall Bruisers, and a Wyrmwall Veteran (pp. 49–51) armed with a pair of repeating pistols. The train robbers look shabby and disheveled, but they are equipped with high-quality weapons and armor of Cygnaran military origin. Each wears a heavy canvas great coat with a white number 3 stenciled on the right shoulder.

Each time a bandit in a train car with the PCs is killed during the encounter, make a note of it. All the bandits are infected by the Bloody Sweat, and the potential for infection increases when they lose blood. A character does not have to come into direct contact with infected blood to become infected himself: the disease can be transmitted by both blood and air. In all cases, infection is a near-certain death sentence. See "Ending the Encounter" on p. 11 for more details.

BANDIT TACTICS

The bandits are experienced combatants who fight as a cohesive group. The Riders target the most obvious threats—likely the PCs—with their pistols and attempt to remain in

cover while the Bruisers move from cover to cover to engage targets in close combat.

The bandits focus their attention on the most heavily armed characters first, particularly those with powerful ranged weapons. Any PC who possesses arcane abilities will also be marked as a high-priority target. Alma and the other passengers are not perceived as threats and are targeted only if they attempt to attack the bandits.

Once the bandits begin to suffer casualties, one will break open an east-facing window and wave a scrap of yellow cloth at the men riding alongside the train. This is a signal that resistance is heavy and that his group requires assistance. If the bandit manages to signal the Riders, at the start of each turn one of them will take a carbine shot at a random PC through the train's windows. Characters gain concealment against these attacks. Characters can target these riders, and the remaining riders avoid the car once two of them have been killed.

After a few rounds of combat, but prior to the defeat of all the robbers within the PCs' car, a small team of four bandits will move to reinforce their allies. These men sneak across the roof of the train, hoping to slip into the train car behind the PCs and ambush them. Have the PCs make a contested Detection roll against the bandits' Sneak roll. If one or more of them succeed, they are warned before the bandits break in through the windows behind them.

These additional bandits are better armed than their companions. There are three Wyrmwall Riders in the group, each carrying a Cygnaran military-issue repeating pistol and an iron pickaxe. Leading them is Darvon Shanke, a former

ALMA BARLOW IN GAME

Through the course of the adventure, Alma Barlow may accompany the characters as they work to track down the abducted Dr. Gateu. Her primary goal is the recovery of the doctor, and she will do everything in her power to rescue him.

Alma can provide the characters with medical assistance; she is a competent physician with an INT + Medicine total of 6. Alma assists injured characters both in and out of combat. She can stabilize injured characters, provide them with medicine to keep them comfortable as the Bloody Sweat progresses, and provide assistance on player character skill rolls for a +1 bonus. She will assist only in actions she believes will help recover Dr. Gateu and refuses to participate in unnecessarily violent or cruel activity.

Alma is not a warrior and will take the most sensible course of action if attacked (namely taking cover, moving out of the field of fire, and avoiding attack wherever possible), but she is by no means helpless. She will fight to defend herself if cornered, and her role as a medical assistant guarantees that she knows where to hit someone to really make it *hurt*.

During each encounter, Alma's turn takes place once the player characters have acted. She reacts dynamically to each situation as it unfolds and can help the PCs recover ammunition, reload weapons, or perform any number of other actions. If stats are required for Alma, she is a Hero Level simple NPC.

It is important to have Alma work with the PCs, not instead of them. She's there to help the characters, not solve puzzles and overcome obstacles in their place.

IF THEY CAN DO IT, SO CAN WE!

The PCs may decide they want to climb onto the roof of the train during the encounter, either to outflank the bandits or to intercept the men trying to slip behind them.

The easiest way to climb atop the train is to scale one of the ladders at the rear of each car. Just outside the doors on either side of the train is a metal ladder that grants access to the roof. A character using one of these ladders does not need to make a roll.

A second, more dangerous method is to climb out of a window and clamber up the side of the train onto the roof. This is much more difficult, and any character who climbs out of an east-facing window is immediately spotted by the riders moving alongside the train.

To climb out of a window, a character must first make a Climbing skill roll against a target number of 12. If the roll succeeds, the character hauls himself onto the roof. If the roll fails, the character loses his grip and slips, and he must hang onto the side of the train for dear life. On his next turn, the character can use a full action to climb back inside the train (or a quick action if at least one other character helps him) or try again to reach the roof. To reach the roof, the character must make the same Climbing skill roll, this time with a −2 penalty.

Once a character is on the roof, he can move freely. The rooftop is not an ideal place for combat, though. It is made of slick metal covered with soot and grit that doesn't provide much traction. Characters downwind of the engine must deal with intermittent clouds of coal smoke from the boiler. All characters on the roof gain concealment, and a character who makes a melee attack while on the roof of the train must make an AGL roll against a target number of 10 after resolving his attack. If the roll succeeds, the character keeps his footing. If the roll fails, the character is knocked down.

soldier of Rookwood's military unit who has joined him in a life of banditry. Shanke, like all members of Rookwood's former unit, wears a Cygnaran military uniform jacket that has been dyed black. He directs his men to spread out and attack while he focuses his attention on the PC with the highest current vitality score. While Shanke and his men draw the PCs' attention, he shouts for any survivors of the first group of bandits to disembark the train. Shanke tries to keep the PCs occupied long enough for his men to escape before jumping free himself. Shanke is not suicidal, though, and he will try to make good his own escape if things start looking bad for him.

TERRAIN

This combat begins inside the forward passenger car, just after the bandits throw sting gas grenades into it from the junction to the dining car.

Benches: Benches line each side of the car's center aisle. Each row of wooden benches is a linear obstacle. The benches' bases are flush with the floor of the car, so characters cannot crawl or see beneath them. Each bench has an ARM of 14 and can suffer 10 points of damage before it becomes useless as cover.

Passengers: The other passengers in the train car don't perform any significant actions once the bandits enter. They duck for cover or hide beneath the seats, cover their faces to avoid inhaling the sting gas, and generally keep out of the way. The Game Master can have a passenger make a break for the back door, but the bandits are certain to gun him down before he gets there. A PC can attempt to give the passengers instructions by making a contested Command roll against the passengers' Willpower of 8. The passengers will not perform any suicidal actions and will not attack the bandits, but they can provide other assistance, like reloading weapons. If a bandit moves to a passenger's hiding place, he can grab the passenger to use as a human shield. If a

bandit has a human shield, shots made at him suffer the firing-into-melee penalty. If an attack fired at a bandit with a human shield misses, it automatically hits the hostage. The hostages wear no armor and are killed by any successful strike.

Sting Gas Cloud: The grenades the bandits throw into the train car emit sting gas, an alchemical irritant that burns the eyes and lungs. During the first round of combat, the sting gas is a cloud effect, after which it disperses as a gas effect, filling the entire train car. Characters without goggles or a gas mask must make a PHY roll against a target number of 14 or suffer −2 to attack rolls. Each round, Alma uses the contents of Dr. Gateu's medical bag to produce a reagent that allows a single character to ignore this penalty once consumed. A character trained in Alchemy can also produce this reagent by spending a full action and making an Alchemy skill roll against a target number of 10. If the roll succeeds, he produces one dose. If the characters shatter more than two windows on each side of the train, the crosscurrent of air disperses the gas immediately.

Train Cars: Massive linkages at either end connect the train cars. A character can drop down between the cars to release one of the linkages, but this is not a simple task. To release a link, a character must spend a full action turning bolts, removing cotter pins, and unhooking safety clasps. At the end of this time, he must make a Mechanikal Engineering roll against a target number of 10. If the roll succeeds, he successfully separates the link. Separating a link disconnects the car from the train's engine; it and any cars behind it will gradually fall behind the engine, eventually rolling to a stop. If the roll fails, the character can try again next round.

Unstable Footing: The train's speed and movement result in very unsteady footing. A character moving more than 24 feet (4″) must make an AGL roll against a target number of 10. If the roll succeeds, the character moves normally. If the roll fails, the character is pushed d3″ in a random direction and knocked down.

ENDING THE ENCOUNTER

The bandits will not fight to the death. Once several rounds of combat have passed, the wagon breaks away from the train, loaded high with stolen goods. When the wagon pulls away from the train, any surviving bandits attempt to flee, jumping onto the saddles of Riders still outside. As the bandits ride away, they continue to fire at the train to discourage pursuit.

SHOOT THE DRIVER

A character who wants to target the wagon's driver may do so, but the driver is using Evasive Action (p. 34) to increase the DEF of his wagon by +2. If the attack manages to kill the driver, one of his passengers will grab the reins of the wagon.

After the bandits attacking the characters have been eliminated or flee, read or paraphrase the following:

The bandits riding alongside the train begin to break away, leaving their dead behind. Several horses are loaded with supplies pilfered from the train's cargo. As the horses wheel back toward the mountains, Alma shouts in horror, looking out the train's windows.

"Dr. Gateu! They have the doctor!"

Looking out, you see the limp body of the doctor slumped in the back of the fleeing wagon atop a pile of medical supplies. You can only watch as the escaping bandits ride over the foothills with the kidnapped doctor and disappear from sight.

Before you can respond, the train lurches and begins to slow. You hear the high-pitched scream of metal on metal and smell the acrid stink of hot steel as the brakes engage. Protesting, the train grinds to a gradual stop. Moments later the engineer comes into the train car, his soot-covered face stricken with worry.

"Damned robbers hit the water reservoir with that slugger," he hastily explains. "If we don't patch it up, we'll have no water left in another mile. No water means no steam. I can fix 'er, but it'll take me time. Could probably get the leaks fixed by morning."

Any surviving passengers begin to protest upon hearing this news, worried that the bandits will return. The engineer explains that the robbers got what they came for and that he doubts they will be back. Shouting over them, Alma tries to convince the other passengers they should go out to rescue the doctor.

Beneath the sound of the arguing, though, there is another noise. Have the PCs make Detection rolls against a target number of 10. Any character who succeeds can discern the pained groans and wet coughs of a wounded bandit lying beneath the corpses of a pair of his companions.

Once the characters identify the sound, the rest of the passengers fall silent, recognizing it in turn. The character with the highest Detection roll locates the trapped and mortally wounded bandit. A gas mask obscures his face, and a tattered great coat covers his battered Cygnaran breastplate. A chipped and faded brass disk at the end of the gas mask's long filter is stamped with the number 3.

Enraged at the abduction of her friend, Alma approaches the wounded bandit and wrenches off his mask, intending to interrogate him. When she does, she instantly turns pale and stumbles back a step, her words caught in her throat.

The bandit's face is covered in red lesions, his lips are chapped and split, and the whites of his eyes are pinpricked with tiny dots of blood. Characters trained in Medicine should make a skill roll against a target number of 14. If the roll succeeds, they recognize the bandit's symptoms as the last stage of the Bloody Sweat, the disease that has recently broken out in Bainsmarket. If none of the characters has the Medicine skill, Alma provides the party with this information, though she must take a moment to compose herself before she stammers it out.

The PCs can attempt to interrogate the wounded man. A successful Interrogation roll allows the PCs to learn the following:

• The attackers were members of a gang of highwaymen called the Wyrmwall Riders. The gang began to get sick several weeks ago. The Riders were ordered to steal medicine from the next train headed to Bainsmarket.

• A thin man in the dining car tried to help one of the injured passengers, showing considerable medical skill. Suspecting he was a doctor of some kind, the bandits abducted him and took him back to their hideout.

• The gang's leader, an infected man named Bayton Rookwood, is offering a huge reward to anyone who brings him someone who can cure him of the disease.

Before the PCs can press the man for more information, such as the number of men in the Wyrmwall Riders or the specific location of their hideout, he succumbs to his wounds and dies. The engineer quickly states, "Fifteen crowns to the first man to get that body off my train."

INFECTION

At the end of the encounter, make a PHY roll for each character in secret. The target number of this roll is equal to 14, +1 for each Wyrmwall Rider killed in the encounter. Each character who fails this roll has contracted the Bloody Sweat.

A quick examination by Alma or any character with the Medicine skill reveals blood spatter on all the surviving passengers. It is extremely likely that everyone aboard the train has been exposed to and contracted the disease.

Pouncing on the opportunity, Alma exclaims that there's a cure. The doctor has significant experience treating illnesses and has developed a cure for the disease, she says. Looking around the train, she explains that, if they can get him back, Dr. Gateu will have everyone cured in no time.
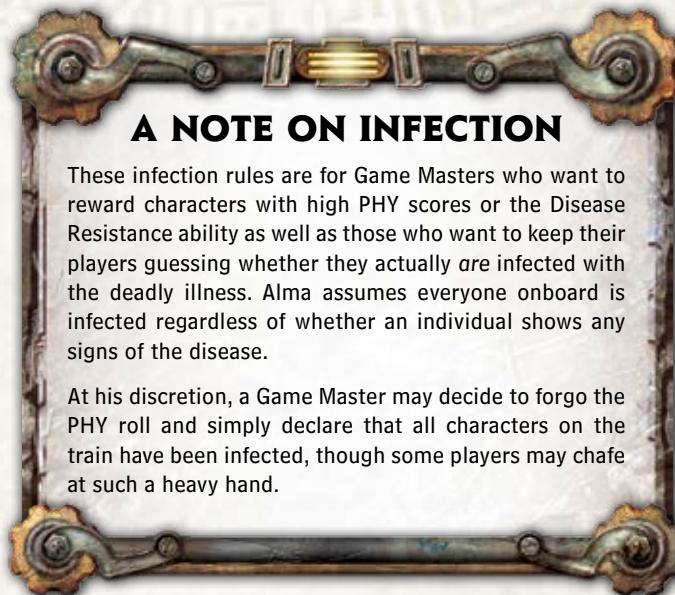
A NOTE ON INFECTION

These infection rules are for Game Masters who want to reward characters with high PHY scores or the Disease Resistance ability as well as those who want to keep their players guessing whether they actually *are* infected with the deadly illness. Alma assumes everyone onboard is infected regardless of whether an individual shows any signs of the disease.

At his discretion, a Game Master may decide to forgo the PHY roll and simply declare that all characters on the train have been infected, though some players may chafe at such a heavy hand.

WHAT ALMA BARLOW KNOWS

If any PC requests additional information about the infection, Alma can provide any of the following details. She's badly shaken by the situation, but reciting the information seems to help her regain her calm and focus. Traditional medicines can aid in the comfort of the infected, but Dr. Gateu's is the only cure she is aware of. Although she has his medical bag and the ingredients, the cure requires a delicate balance of agents and counteragents. Many of the components necessary to destroy the disease are extremely toxic. Administered improperly, it can be just as deadly as the disease.

Characters trained in Medicine might also know some of the following information about the disease. A character who examines the dead bandit may make a Medicine skill roll against the following target numbers to learn this information for himself.

• **Target Number 11:** The disease is a degenerative hemorrhagic fever with a rapid incubation period and a prolonged prodromal stage. Cases of the illness have been reported in a number of different races, although it is most common among mankind.

WHAT'S IN THE BAG?

In the unlikely event the PCs manage to prevent Alma from coming along or something happens to her along the way, the contents of Dr. Gateu's medical bag include:

- One clockwork injector

- Several dozen vials of the individual components of the cure, each one labeled with a long series of numbers that means nothing to the PCs

- A supply of lab glass, test tubes, portable burners with fuel, and stoppers (equivalent to a traveling alchemist's kit)

- Numerous medical implements, bandages, and sutures (equivalent to a surgical kit)

- A small flask of brandy

- A half-eaten pack of Llaelese sweets

- **Target Number 12:** During the prodromal stage, the symptoms of the disease include skin lesions, fever, nosebleeds, and fatigue. The illness can be transmitted through the air, but it is transmitted more easily by blood. Gas masks and similar equipment have proven ineffective at warding off the disease.

- **Target Number 14:** It's unavoidable that the doctor has contracted the disease, but without the contents of his medical bag he will be unable to successfully treat the illness. Unless the PCs can get it to him in time, he and they alike will succumb to the disease and die.

The PCs should be starting to get a clear picture of their current situation. Rescuing the kidnapped doctor will not be easy, but it's their best chance for a cure. Before leaving the train, Alma grabs Dr. Gateu's medical bag unless a PC has already done so. Even though she cannot use its contents to treat the disease, she means to see that he gets it back.

SCENE 2: THE LONELY FORT

SYNOPSIS

The PCs and Alma follow the Wyrmwall Riders' trail in the hope of recovering Dr. Gateu. The tracks vanish into the imposing Wyrmwall Mountains, but the bandits' wagon leaves a trail leading to a weather-beaten building nestled in a rocky crevasse. After battling the small group of holdouts within, the characters discover the location of the bandits' hidden fortress.

Read or paraphrase the following when the characters disembark the train:

A chill wind blows from the east, a sharp contrast to the warmth of the train. Stirring the tall grass fields around you, it carries the scent *of freshly churned earth and the fading stink of blasting powder. To the south, the riderless horses of train robbers killed in the attack mill about in the field.*

The Riders' passage has left unmistakable trails that cut west toward the precipitous crags of the Upper Wyrmwall Mountains. The trails converge as they pass over a knoll a few hundred yards southwest.

By the time the characters begin to follow the Wyrmwall Riders' trail, the men have already disappeared into the mountains. The passage of their horses has left very clear tracks, which the PCs can follow without needing to make a skill roll.

THE LONELY FORT (COMBAT ENCOUNTER #2)

ER: Escort Rider   **W:** Wyrmwall Rider   **WV:** Wyrmwall Veteran
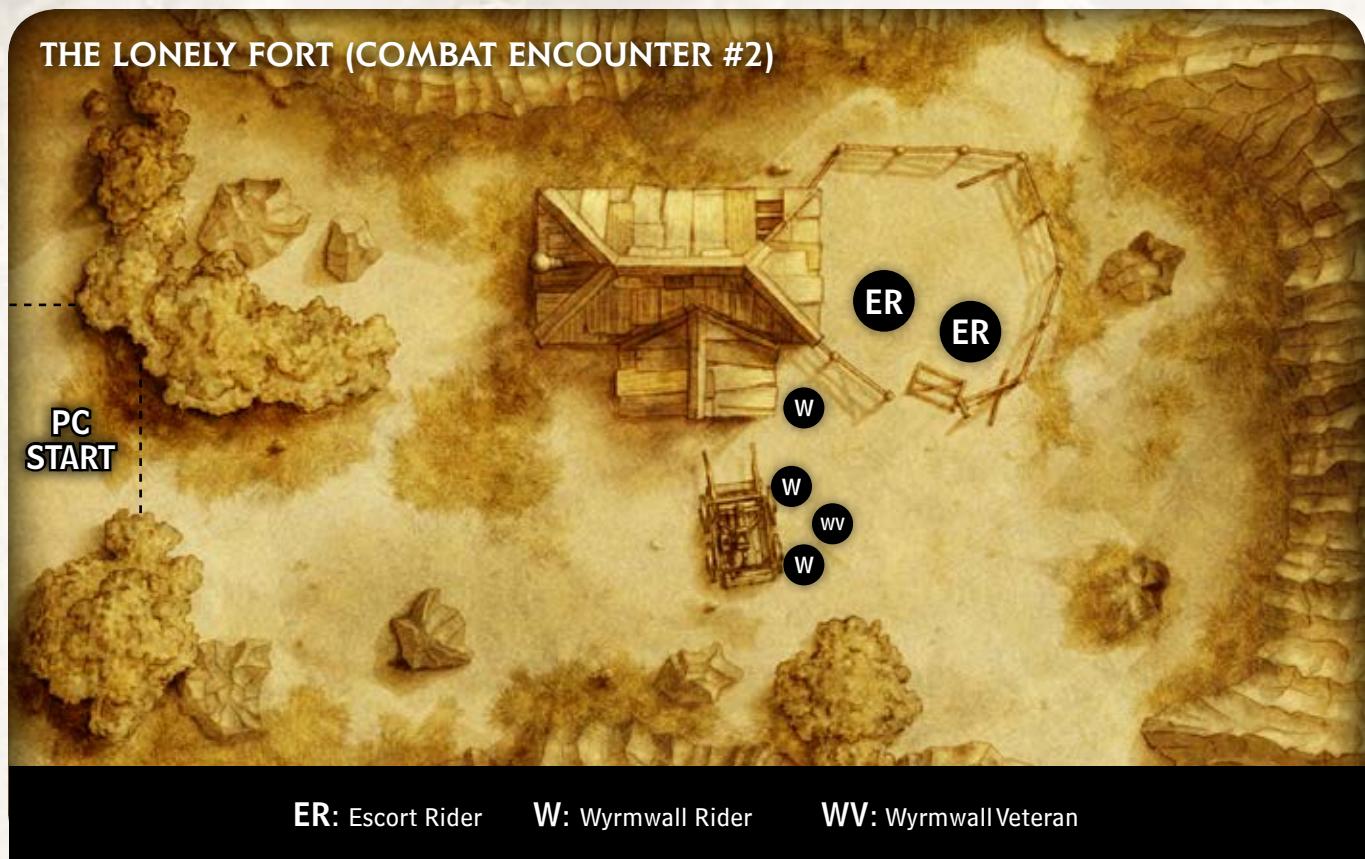
The characters can attempt to take possession of the dead men's horses, but the animals will resist any stranger who tries to grab their reins. Unless a character makes an Animal Handling roll against a target number of 10 upon approaching one of the horses, it will buck and attempt to kick him. The Wyrmwall Riders' horses have a MAT of 5 and a STR of 8. Once a character manages to grab a horse's reins, it no longer attempts to attack him and accepts him as a rider.

When the characters reach the foothills, read or paraphrase the following:

Climbing to the summit of the hill, you see the rolling landscape before you as it gradually transitions into the rock of the mountains. Hidden from the view of the train behind the hill is a long valley full of ripped-up earth where the Riders gathered before continuing on their way. Among the innumerable horse tracks are deep ruts in the soil, left by the kidnappers' wagon.

The tracks of the wagon and horses are clearest in the valley, disappearing as the foothills give way to the rock of the Wyrmwall Mountains. Ahead, you see several mountain trails, their narrow, dusty threads winding their way up into the mountain range. After only a few yards, the tracks fade into the hard earth and rock of the mountain trails, leaving no indication of the bandits' path.

The paths leading into the mountains are hard-packed earth over rock, leaving very little sign of which route the Riders may have taken once they left the valley. A character may attempt to determine the correct path by making a Tracking skill roll against a target number of 23. If the roll succeeds, skip to scene 3, "The Hidden Fortress." Otherwise, the characters will have to look for clues in the valley.

Close examination of the valley can tell the characters a bit more about what happened there. Any character can use the Forensic Science or Tracking skill to examine the scene. The Tracking skill is better suited to the task, so the target numbers for this skill are lower.

- **Tracking (no roll), Forensic Science (TN 10):** The Riders gathered behind the hill before riding on. Some of the men dismounted and stood next to the wagon. The wagon's tracks continue south out of the valley.

- **Tracking (TN 10), Forensic Science (TN 12):** The wagon's tracks leading into the valley are much deeper than those heading south away from it. The Riders likely unloaded the stolen supplies from the wagon.

- **Tracking (TN 12), Forensic Science (TN 14):** Three distinct groups of horse tracks lead into the mountains from the valley. Some are far deeper than the others, likely burdened down with the medical supplies.

The wagon is not capable of making the passage up into the mountains. The Wyrmwall Riders stopped and offloaded the stolen goods, loading them onto their horses to take to their mountain hideout. The wagon was then driven into the foothills to the south, to be stored at a small assayer's office the gang has taken over. The wagon left a clear trail the characters can easily follow.

When the characters begin to follow the wagon tracks, read or paraphrase the following:

Amid the dark sod ripped up by the draft horses pulling the wagon, you see a faint glint of metal and glass. Looking closer, you recognize

Dr. Gateu's wire-rimmed spectacles, half-buried in the freshly turned earth. The left lens is cracked and smeared with a few drops of blood. Behind you, Alma makes a faint, pained noise at the sight.

The characters' course is clear: follow this set of tracks and rescue the doctor from his captors. Alma is obviously distressed to see such a brutal sign, but it seems to harden her resolve. She marches along with the group, covering ground quickly as they follow the trail. Along the journey, the characters notice signs of the wagon's passage that let them know they are still on the right track. The Game Master can use as many of these clues as necessary to keep the characters following the trail.

- A burned-down hooaga cigar, its end still wet with saliva, has been dropped at the side of the path. On close examination, the cigar still smolders faintly.

- The characters spot droppings from the horses pulling the cart, a near-perfect wheel mark running right through the center. They smell fresh.

- A small scrap of medical gauze has caught on the branches of a tall shrub next to the tracks, snagged as the cart passed.

The tracks wind through the foothills for just over a mile until they meet a broad, unmaintained dirt road. The road heads west, disappearing into a defile flanked by two high peaks.

When the characters move up the road, read or paraphrase the following:

As you move closer, you hear the agitated snort of a horse. In front of you on the side of the dirt road is a small, wooden shack, bleached of color by the elements, with narrow, shuttered windows on each face. The empty wagon sits in front of it, its team of draft horses idly chewing at a patch of tough mountain grass. Two fresh horses are hitched near the wagon, bare of saddles and recently brushed down. You can hear the low, wet sounds of coughing inside the building.

COMBAT ENCOUNTER #2

There are six bandits inside the small building: the wagon's driver (a Wyrmwall Veteran), his three crewmen, and two escort riders (both Wyrmwall Riders). The escorts are keeping watch out of the building's windows and will shout a warning when they catch sight of Alma and the PCs.

Once the men in the building have spotted the characters, several things happen in quick succession. The wagon's crew runs out of the building and takes cover behind the wagon to move its mini-slugger into position, shouting, "Get around them! Keep them away!" at their comrades as they run. Meanwhile, the escorts run to their hitched horses with saddles over their shoulders. These men are all in the final stages of the Bloody Sweat. Their faces are covered with sores, and their complexions are sallow and sickly. Prolonged exertion leaves the men winded and coughing.

WYRMWALL RIDER TACTICS

The wagon's crew hopes to hold the PCs back while their allies saddle their mounts. Two of the wagon's crew spend a quick action grabbing the wagon's mini-slugger and swiveling it into position while the remaining two keep in cover behind the wagon and house, readying their weapons.

The mini-slugger's ammunition supply is depleted from the raid on the Gilded Star. It has only six rounds left, which the crew firing it spends using Burst Fire, completely exhausting its ammunition. Then the crewmen draw their pistols and keep fighting. The wagon's crew focuses its attention on melee characters who attempt to come near but will fire on anyone who tries to attack the two Riders. The wagon's driver has three explosive grenades he will hurl at the nearest PC before switching to his pistol.

The Riders concern themselves only with saddling their horses and outflanking the characters. Saddling a horse takes a full action, after which the escorts will try to quickly ride in a wide circle around the flanks of the PCs, keeping their distance and firing at them from behind. Each Rider carries a carbine and ten rounds of ammunition. If the escorts become severely injured, they will ride to the fringes of the area and take cover behind the largest boulders they can find.

TERRAIN

This encounter has the terrain features described below.

The Wagon: The wagon provides solid cover. The wagon itself is made of wood and metal, has an ARM of 14, and can withstand 14 damage points before it is no longer effective as cover. The horses hitched to the wagon are relatively accustomed to battle and will not bolt once the combat begins, but they will run if either suffers damage from an attack. If the horses bolt, any character can make an Animal Handling skill roll against a target number of 14 to calm them down.

Boulders: The boulders provide solid cover. A boulder has an ARM of 18 and can withstand 20 damage points before it is no longer effective as cover. Most firearms cannot effectively damage the boulders unless the weapon has an AOE, causes fire or corrosion damage, or is POW 14 or greater.

The Shack: One or more of the men may decide to stay inside the shack and fire out of its windows. Targets inside the shack gain cover and concealment. A character inside the shack cannot target characters adjacent to it.

AFTERMATH

When the PCs have defeated all but one of the Wyrmwall Riders, they hear the final survivor shout from cover.

Read or Paraphrase:

"All right, I surrender! Damn Rookwood's fault we caught sick in the first place. Never should've hit those travelers! Not like they had anything worth the trouble."

With a grunt of resignation, the bandit tosses out his weapon and steps away from his cover to stand out in the open. His sweaty face is covered with sores, and his hands tremble slightly as he holds them above his head.

"I promise to tell you what you want to know, if you promise you'll let me—"

Before he can finish, the man begins to cough violently. Swaying on his feet, he stumbles forward before dropping to his knees. You watch in horror as he breaks out in a heavy sweat that rapidly becomes red

with blood. Hacking, he drops onto his side and convulses in the dirt, his booted feet kicking violently. Within moments, the man is dead, his face locked in an expression of terror and pain.

Behind you, Alma quietly suggests, "Maybe Henri's inside?"

THE BODIES

The last Rider to die lies where he fell, his face awash in sweat and blood. He is dressed the same as the men who attacked the train, wearing a patchwork armored great coat over threadbare clothing. At his hip, where most men would wear a sword, he carries a pitted iron pickaxe with the number 3 etched into its well-worn handle. The pistol he tossed out is in pristine condition compared to the disheveled man and the rest of his equipment. His pockets contain six rounds for his pistol, 15 gc in loose coins, and a crumpled note. Written in a scribbled hand, the note says: *Wynne, The bombs need to be set beneath the train locks. Make sure there's no coal dust on the case, otherwise the fuse might catch the whole thing on fire and you will end up killing someone. —Three-Fingers.*

The other bodies are in a similarly unkempt state, and all show the same progression of the disease. If the PCs had not killed them, the disease likely would have before the day was done.

THE WAGON

The wagon is unusual, its wheels smaller than normal and shod in metal. A deep trough runs through the center of each, its metal burnished to a high polish. Characters trained in Mechanikal Engineering can examine the wagon to learn more information.

MECHANIKAL ENGINEERING

TARGET NUMBER	DISCOVERY
9 or less	The wagon is unusual and seems to have been adapted from another purpose. The Wyrmwall Riders must have modified it for its current use.
10+	Several parts of the wagon have been replaced or repaired with pieces from a similar vehicle. The Wyrmwall Riders must have had access to a number of them to make such repairs.
12+	The unusual wheels and the wear pattern of the central trough are consistent with a vehicle that normally runs along tracks, like a mine cart or trolley.

The wagon's wooden sides are cracked and faded with age, but the characters can faintly make out a white emblem painted on the side: a stylized mountain with a crossed pick and shovel over it. Beneath the symbols is a string of letters and numbers: "FNMC #3 560 AR." The bed of the wagon seems to be coated with a fine layer of powdered coal dust and spent casings from the mini-slugger.

The mini-slugger itself is out of ammunition and in fairly poor condition. Fired so frequently in the attack on the train and the recent battle with the PCs without proper maintenance, the weapon's barrel is warped and weakened by heat damage. The mini-slugger has the Inaccurate special rule. (An Inaccurate weapon suffers a –4 penalty on attack rolls.) Any character can make a Mechanikal Engineering skill roll against a target number of 12 to identify the mini-slugger's condition. If the roll succeeds, the character learns the information above and sees that firing another burst through the barrel will likely rupture it, rendering the weapon useless. Each time the weapon is fired, roll a d6. On a roll of 1–5, the weapon is destroyed after resolving the attack.

THE SHACK

Examining the inside of the small shack immediately reveals that the doctor is nowhere in sight, though his wool coat is lying on a table in the center of the single room. Alma immediately grabs the coat and shrugs it on, saying, "I bought this jacket for the doctor last winter. I refuse to let some train-robbing scum think they can just steal it. I'm going to make sure he gets it back."

Alma checks each of the jacket's pockets, searching for something before giving up with a resigned sigh. She explains that she was looking for the doctor's pocket watch. The watch was a gift from his father and one of the only things he was able to recover from his life in Llael before fleeing the embattled nation.

The inside of the shack is sparsely furnished. In addition to the table, it contains a single sagging cot, a small unlit iron stove with a pot of cold tea sitting on it, and a modest desk with several crates piled on top. The wall behind the desk supports a shelf lined with several dusty bottles. Each bottle contains a rock or mineral sample and bears a faded label pasted to the front with numbers indicating where and when the sample was collected.

Each crate is thick with dust and marked with a brass Cygnus, indicating they are supply crates for the Cygnaran Army. These crates are the leftovers from a previous raid in which the Wyrmwall Riders secured many of their military-grade weapons. Most of the crates are empty, but some still contain supplies. Have each character searching the crates make a Detection skill roll and then consult the following table. Each result can be discovered only once.

DETECTION

TARGET NUMBER	DISCOVERY
9 or less	Packing straw packed down in the rough shape of a large weapon
10+	2d6 loose light rounds or d6 heavy rounds rolling around loose in the bottom of the crate
12+	A long gunner's repeating rifle with two full ammo wheels
15+	A stash of d3 explosive grenades

ALL OVER THE MAP

After the characters have made Detection rolls, the last one to search a crate (or any character who searches the desk itself) spots a large sheet of rolled vellum sticking out from beneath the desk.

The characters unroll the sheet and see it is a surveyor's map dated several decades ago. In the top corner, the emblem of the Fharin North Mining Consortium is stamped in red ink. FNMC was a sizable mining company during the late 500s AR. The company collapsed in the aftermath of the Inquisition's arrest of its owners on suspicion of sedition. Leaderless and with its payroll filling the Inquisition's coffers, the company crumbled.

The map is hand-drawn in a fine, calligraphic style. Marked on it are half a dozen sites with accompanying surveyor's notes, denoted paths, and natural trails. The marked sites seem to be mineral-rich areas of the mountains—places ideal for setting up a mining operation. Each site is marked "Coal" or "Iron."

The map looks like the surveyor added to it over time and dated the discovery of his finds. Beneath each, the surveyor added a second date, typically about six months to a year after the surveyor's discovery, when the site began mining operations. The mines are marked in order from oldest to newest, numbered 1 through 6.

It's likely the players will quickly realize that the number 3 they have seen on the Riders' clothing and equipment is not a coincidence. Marked on the map about twenty miles deeper in the mountains is Mine #3, a coal-mining operation started in 560 AR. The map shows several clear routes leading to it.

Any character is able to follow the map directly to the mine, but such a direct approach requires the use of main paths into the mining operation that are sure to be well guarded. If the characters choose to take the most direct paths to the mine, their approach will be noticed and the Wyrmwall Riders in the camp will be on high alert. If the Wyrmwall Riders are alerted to the characters' approach, the target number of all Disguise and Sneak rolls the characters attempt in the camp increases by 4.

A character trained in Navigation can use the map to navigate a less obvious approach. Successfully navigating the more obscure routes requires a Navigation skill roll against a target number of 14. If the roll succeeds, the character successfully plots a route that will avoid any major—and therefore watched—roads on the way to the mine.

As the characters begin to head out, each character infected with the disease, starting with the character with the lowest PHY score, begins to feel feverish and starts to sweat. The sudden fever lasts for about a minute before abating. This is the earliest sign of the Bloody Sweat, which will return in waves over the next several hours.

At the start of each combat encounter, roll a d6 for each infected character. On a roll of 1, the character loses a die from his initiative roll unless he spends a feat point. Characters who spend a feat point ignore this effect.

GETTING LOST ON THE WAY

Many hidden trails and paths thread through the Upper Wyrmwall Mountains, and the PCs may lose their way on the road to Rookwood's hideout. If they get lost as a result of the "Encounter delays en route" destination on a Navigation roll, they might encounter a number of different wild creatures in the mountains. In such circumstances, a Game Master might include an encounter with the following creatures:

• A pack of d6+3 burrow-mawgs (*Core Rules*, p. 341)

• Three farrow brigands led by a farrow shaman (*Core Rules*, p. 343)

• A hive of four dregg led by a dregg raid master (*Core Rules*, p. 341)
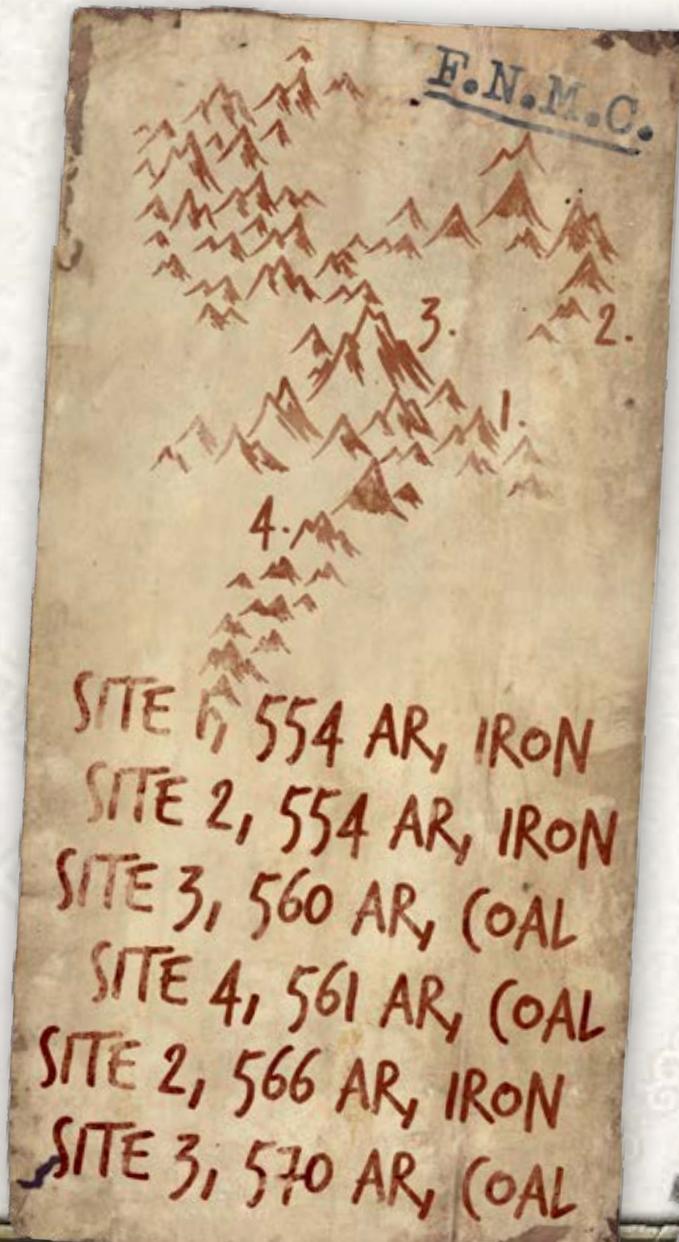
If the PCs encounter any of these creatures on the way to Rookwood's camp, they will find the scavenged remains of bandits the creatures have killed. In addition to a few spare pistol rounds and miscellaneous gear, each PC can find 2d6 gc in the dens, camps, or hives of any creatures they defeat by searching the area and making a Detection skill roll against a target number of 10.

SCENE 3: THE HIDDEN FORTRESS

SYNOPSIS

Following a discarded map and clues they have discovered on the bodies of the dead Wyrmwall Riders, the player characters climb into the mountains in search of the bandits' home base, a dilapidated mining encampment hidden in the mountains. Upon arriving, they must move stealthily through the camp to find the abducted doctor without drawing the attention of dozens of armed highwaymen.

When the characters reach the camp, read or paraphrase the following:

Darkness has seeped into the sky by the time you approach your destination on one of the rocky mountain roads. You can hear the activity at the camp long before you reach it, the quiet conversations of dozens punctuated by long, ragged coughs. As you get closer you can see their hideout. It is a dilapidated mining camp built on a plateau high in the mountains. A dozen ramshackle buildings are packed together throughout the camp between larger structures. Some shacks hang precariously over the edge of the plateau, kept in place only by support pylons planted firmly in the rock. Groups of bandits are knotted together around fires, cleaning their weapons and picking through supplies for interesting or useful medical equipment. On the mountainside's eastern face, you see a thicket of grave markers too numerous to count: the graves of Riders who have

fallen to the disease. A pair of gobbers in the graveyard toil in the light of a lantern, preparing fresh graves for a pile of nearby dead.

From where you stand, you see several well-worn roads leading into the camp. You might be able to use one to slip inside without catching the attention of the men within.

This is Fharin North Mining Consortium Mine #3. The FNMC employees have long since left in the aftermath of the company's financial failure. Bayton Rookwood and his companions took possession of the camp years ago and have used it as their hidden fortress ever since. They have little use for the mine's tunnels, preferring to stay on the plateau. Each building houses several Riders, and the large steamjack storage and repair facility is now a stable for the gang's horses.

The characters can attempt to sneak unseen through the outskirts of the gang's hideout. Most of the Wyrmwall Riders are boisterously celebrating, taking liberal doses of stolen medicine—particularly any with a high alcohol content. The gang is gathered in groups of three to five in and around some of the camp's larger buildings. The Riders are rowdy enough that they can be heard clearly, even through a building's walls, but moving through the camp is not without its dangers.

DISCOVERED

If the PCs and Alma are discovered, they are surrounded by waves of armed men and women, between six and ten and a time. They are either overpowered or knocked unconscious and are then dragged to Rookwood's quarters. (Skip ahead to scene 4, "Cornered," p. 23.)

THE HIDDEN FORTRESS

1. Graveyard   **2.** Storehouse   **3.** Stables & Armory   **4.** Barracks   **5.** Bunks/Storage   **6.** Assayer's Office

For every ten minutes the player characters spend outdoors in the encampment, roll a d6. On a roll of 1, one of the Wyrmwall Riders emerges from a nearby building, rounds a corner into the PCs' path, or otherwise enters their immediate vicinity. Not expecting the player characters to be skulking about the hidden mountain stronghold, these bandits will be startled by the encounter, giving the PCs the element of surprise (*Core Rules*, p. 201).

The PCs must deal with these Riders swiftly and silently. On a surprised bandit's turn, he draws his weapon and shouts for help, which will quickly bring the entire gang down on the characters' location. If they do not move elsewhere and hide, they are discovered as described above.

FEATURES

Lighting: By the time the characters reach the mining camp, the sun has begun to set. The streets of the mining camp and the graveyard are treated as dim light. Characters in dim light gain concealment and a +2 bonus on Sneak rolls. Lanterns near the windows of most major buildings and hanging from the walls provide bright light in an area 24 feet (4″) around each building.

Wyrmwall Rider Patrol: The Wyrmwall Riders maintain a patrol of three Riders each night. Each of these is a Wyrmwall Veteran armed with a repeating pistol and sword. One Wyrmwall Veteran carries a flare pistol he uses to signal the gang if a threat is encountered. The patrol moves through the camp in the following order: the storehouse, the stable, the barracks, and then the assayer's office. It takes the patrol a full round to move from one building to the next, and the patrol spends a full round at each location looking for threats by making a Detection skill roll. This is considered an active attempt to detect sneaking characters (*Core Rules*, p. 193). If the PCs were observed making their way to the camp, double the number of Riders in the patrol.

MINING CAMP LOCATIONS

This section describes the major buildings of the mining camp. In addition to these buildings, the camp includes a number of smaller storage sheds and general-purpose buildings. Each location presents the PCs with an opportunity to take action against the gang or gain information. The characters will need to rely on deception, disguise, and sneaking. The Wyrmwall Riders vastly outnumber the PCs, and overcoming them in direct combat would be all but impossible. Despite the ravages of the Bloody Sweat, the Wyrmwall Riders remain skilled combatants.

In order to determine where the gang has taken Dr. Gateu, the characters must either explore the camp and its buildings or find a way to interrogate a captive. The bandits in the camp move frequently from one place to another, so the characters are sure to be spotted if they remain in place for too long.

SHEEP IN WOLF'S CLOTHING

The player characters may have taken clothing and equipment from some of the dead bandits encountered during the course of the adventure. If so, they can move much more easily through the camp without drawing unwanted attention.

The success of these disguises depends a great deal on the characters themselves. A trollkin or ogrun will not be able to pass as a Wyrmwall Rider by simply throwing on a great coat and a gas mask, but even humans and elves must be careful. The Wyrmwall Riders have lived in close proximity to each other for many years, and the bandits are familiar with the body language and behaviors of their allies.

Each turn a disguised character is in the line of sight of one or more Wyrmwall Riders, the Riders gain a +1 bonus to Detection skill rolls to see through the disguise.

THE GRAVEYARD

If the characters move near the graveyard, read or paraphrase the following:

The overfull graveyard at the far edge of camp is well beyond the camp lights and out of sight of the sick men and women sitting around the streets, which are lit only by a single dirty caving lantern. Two shabby gobbers labor at the far end of the graveyard, slinging shovelfuls of dirt over their shoulders as they dig a fresh grave. A line of three bodies is laid out behind them. One gobber stops digging for a moment and leans on his shovel.

"Danner, why are we digging a bunch of little graves for these three? One big one would be faster."

"Wouldn't be proper, Kranze. How'd you like it if they had Jig toss you and a bunch of others in the same grave, gettin' you all mixed up, bones all together and such? Not knowin' if it was your foot sittin' down at the end of your leg or someone else's? Wouldn't be right."

His companion mulls over it for a moment before nodding and going back to work.

The two gravediggers are Gildannerozin (a.k.a. "Danner") and Filksterkenzin (a.k.a. "Kranze"), the lowest-ranking members of Rookwood's gang. If the PCs sneak up on the gobbers and capture them, the gravediggers are very eager to reveal details about the Wyrmwall Riders. Danner and Kranze claim to be salvagers who were picking through the remains of the FNMC camp when they happened across Rookwood's gang. Danner and Kranze tell the PCs there was a third member of their group: Three-Fingers Abershawe, an alchemist. Danner and Kranze say the three of them tried to run away before, but each attempt failed when Rookwood's gang rode them down and dragged them back. Abershawe is too valuable to kill, but

Danner and Kranze face execution if they try to run off again. If the characters ask where Abershawe is now, the gobbers point them toward a long barracks building on the south edge of camp that Kranze calls "the sickhouse."

The gobbers are usually relegated to menial labor like cleaning weapons, mucking out the stalls, and (lately) digging graves. They are not skilled combatants and have not participated in any of the raids. If the PCs attempt to intimidate either of them, they offer little resistance. A character can force either gobber to reveal Rookwood's location by making an Intimidation or Interrogation skill roll against a target number of 11. If the roll succeeds, the gravediggers talk over each other, each trying to be the one to reveal the location before the other.

Once the gravediggers have given up Rookwood's location, they beg the PCs not to tell Rookwood that they gave him up. They promise to leave the Wyrmwall Riders, turn their lives around, and be criminals no more. Interrogating the two can be quite revealing. The gobbers are eager to exculpate themselves from the crimes of the Wyrmwall Riders, and they enthusiastically describe the activities of the others while conspicuously omitting any involvement they may have had. They explain that Rookwood and his lieutenants, former soldiers in the Cygnaran Army, took over the camp several years ago, growing the ranks of their gang since that time. Danner, the smarter of the two, thinks Rookwood was an officer in the military. The leader of the gang certainly talks and acts like it. They explain that the gang grew sick after a raid against some refugees, and they complain that they've been out here digging graves ever since.

FAILURE

In the unlikely event an attempt to intimidate Danner or Kranze fails, the two gobbers will gape at the PCs in disbelief for a moment before shouting to the camp that there are intruders (and not very tough ones, at that!). As above, the PCs are surrounded by the gang and dragged to Rookwood (see "Cornered," p. 23).

THE STOREHOUSE

When the characters examine the building, read or paraphrase the following:

Two men sit inside the building, playing cards atop an old Cygnaran supply crate. Scattered around them are nearly a dozen brown glass medicine bottles, drained of their contents. As the men play, they chat idly and take long swigs from more medicine bottles. One asks the other how long it will be before the doctor gets to them. His companion responds with a slurred voice, "Once Rookwood and his old unit are done with him, I suppose. Try not to knock off in the next few days."

The Wyrmwall Riders in the storehouse are keeping watch on the majority of the recently stolen medical supplies. The two men have been drinking tinctures stolen from the train to dull the pain of the disease and are waiting their turn to receive treatment from Dr. Gateu.

Occasionally a Rider from another nearby building or group enters the storehouse and requests an alchemical item, forcing the men to stop their game and dig through the supplies in order to find what was requested.

The improvised card table sits near an open window on the south side of the building, out of view of the men. A character can make an Alchemy skill roll against a target number of 12 to identify the contents of several of the half-empty bottles sitting on the table. A few have powerful, negative side effects if combined. A character attempting to combine these medical items in order to debilitate the men must make a Sneak roll with a +2 bonus due to the men being distracted. The result of the roll is the target number for the Riders to notice the character's sabotage on a Detection skill roll. If the player character is successful, the Riders will be incapable of activity for 2d6 hours due to severe nausea, cramps, and other unpleasant symptoms.

A PC with the Gambling skill may want to sabotage the men's card game to make it look like one of the players is cheating. In order to set up the ruse, the character must make a Gambling skill roll against a target number of 12 to create an easily noticeable cheat, followed by a Sneak roll with the same rules as above. If successful, the two Riders in the storehouse begin to fight violently one round after noticing the cheat. This fight draws the attention of several nearby groups of Riders who try to break up the fight. The distraction grants the PCs an additional die on Sneak rolls for one round.

In either case, success means that the Wyrmwall Riders lose the ability to acquire medical supplies to help treat the most painful symptoms of the Bloody Sweat. If the PCs successfully manage to debilitate the men guarding the storehouse, all basic Wyrmwall Riders suffer a –2 penalty on initiative and STR-based rolls.

FAILURE

If the PCs fail in an attempt to debilitate the two storehouse guards or to frame one of them as a cheat, one of the men notices movement outside the window and shouts, "Wait your turn! You'll get some soon enough!" or "Keep away from my cards, you!" The bandit then storms outside to confront the characters, thinking them to be members of the gang. Have any characters near the building make a Sneak skill roll against a target number of 12 to duck into cover and avoid being spotted. If the roll succeeds, the confused storehouse guard looks around for a moment before returning to his companion, complaining that the intruder got away. Otherwise, they are discovered as above.

THE STABLE AND ARMORY

When the characters examine the building, read or paraphrase the following:

The largest building in camp, the stable was once the mining camp's laborjack workshop and still contains many tools and steamjack parts. Now the tin-sided construction serves as a combination stable and armory. Stalls line the north and west walls, each housing one of the Wyrmwall Riders' horses. In the building's open center, a man equipped with mechanik's tools tinkers with the right arm of a heavy laborjack amid a small army's worth of ammunition and weapons in various states of disassembly.

"That better?" he asks, looking up from his work. The 'jack curls its fingers a few times before venting a blast of steam. "Good. Next time I tell you to break something open, use your damn pick. Those military crates are made of hard stuff."

The 'jack responds with another shrill blast of steam, causing a ripple of commotion among the stabled horses. From across the building, a trio of men by the stalls shout in irritation.

"Tell your 'jack to stop spookin' the horses! Do you want them kicking the walls down?"

The four men in the stable are all armed and seem to be in the early stages of the Bloody Sweat. The steamjack is Jig, one of the laborjacks left behind in the mining camp. The man repairing Jig is Brun Whiddle, a former member of the FNMC, a field mechanik, and a talented 'jack marshal. Once he has Jig in working order, he directs the steamjack to assist in moving something he calls "the Roller." With ponderous steps that cause the building to shudder, Jig moves into the darkness at the rear of the building accompanied by his marshal and begins moving something massive into the populated street just outside.

If the PCs do anything to free the horses or sabotage the building (such as lighting it on fire), dozens of gang members will hurry to get the horses free of danger and recover any that are running away. If the characters manage to distract the gang in this way, reduce the number of hits a character suffers from the fusillade in "Cornered" (p. 23) to one.

Particularly stealthy characters might attempt to salvage weapons or supplies from the mechanik's cache of goods. The three stable attendants are preoccupied with calming the horses, but they will spot any obvious movements inside the building. To approach the supplies, a character must make a Sneak skill roll against a target number of 16. If the roll succeeds, the character can get in and out with a load of ammunition: a box of twenty light rounds, a box of twenty heavy rounds, or a belt of ammunition for a mini-slugger. There is a replacement barrel for a mini-slugger near the ammunition as well. A character trained in Mechanikal Engineering can identify it as a good replacement for the damaged barrel on the wagon without a skill roll.

FAILURE

If the characters fail to cause a distraction, the Wyrmwall Riders will have their full complement of attacks in the attack on Rookwood's quarters. (See "Cornered," p. 23.)

If a character is spotted trying to steal ammunition, he is dragged to Rookwood's quarters.

THE BARRACKS

When the characters examine the building, read or paraphrase the following:

From yards away you can smell the fetid, hot stink of sickness that emanates from the building. Blackflies crawl and buzz at the edge of the dusty windows on all sides. From within, a low, guttering lantern weakly illuminates a makeshift hospital, its crude cots filled with bandits in the final throes of the Bloody Sweat.

There are nearly twenty people lying in the hospital building. Some are being treated for wounds suffered during the attack on the train, but the vast majority are here due to the Bloody Sweat. The alchemist Abershawe and four assistants are moving from bed to bed, ministering to their comrades as best they can with the stolen medical supplies.

If the characters examine the building's interior, read or paraphrase the following:

As you watch, one of the sick men thrashes in his bed and goes slack, another victim of the Bloody Sweat. A man dressed in a stained leather alchemist's smock sees this and sighs, defeated. "How much longer before Rookwood gives us that doctor?"

One of the man's assistants shakes his head. "Don't worry, Three-Fingers. First Mr. Rookwood gets the medicine, then all the rest of us do. We'll be back in the saddle in no time. Heard some folks got plans to make a raid on Dorshep soon as we get a few more men. We'll have you back to making bombs any day."

The alchemist glares at his companions for a moment, clearly disillusioned by his time spent treating the sick and dying.

Whenever the men talk about Rookwood, Abershawe's gaze flicks to the west. He is clearly afraid of the bandit leader. After a moment of quiet grousing, Abershawe instructs his companions to haul the dead man out and "put him with the rest out back" to clear the bed for another patient. Abershawe is left alone with the patients for three full rounds. During this time, the PCs can attempt to disable the alchemist or convince him in private to leave the gang.

If the characters enter and try to convince Abershawe to abandon the gang, read or paraphrase the following:

Once he's aware of your presence, the alchemist turns to face you. His eyes look tired, and he examines you before quietly asking, "Are you here to kill me?"

Abershawe has been a prisoner of Rookwood for over a year, forced to use his alchemical skill to supply the Wyrmwall Riders with explosives and other alchemical items. He is the closest thing the gang had to a medic prior to Dr. Gateu's capture and has been forced to treat dozens of infected men as they died.

The alchemist wants to escape the gang but is terrified they will ride him down and drag him back if he tries. His fear of what Rookwood will do to him is so great that he will not willingly leave unless the PCs convince him. The characters can make an Intimidation or Negotiation skill roll against a target number of 13 to convince Abershawe that neither they nor Rookwood will come after him if he leaves. If the roll succeeds, Abershawe either quietly thanks the characters and says he will go or quickly flees into the night in panic, depending on the characters' approach. Convincing Abershawe to leave removes him from the final scene ("The Chase," p. 26) and prevents Rookwood's men from using any of his smoke grenades during that scene. If the roll fails, the PCs cannot convince Abershawe he will be safe and he calls to his companions for help, causing them to be discovered (p. 18).

If the characters enter aggressively and intend to attack Abershawe, read or paraphrase the following:

The moment you enter the barracks-turned-hospital, the alchemist's eyes widen in alarm. Stumbling backward over the cots, he looks to the door his companions dragged the dead man through and prepares to call for help.

Abershawe begins the encounter knocked down. He is not wearing armor and is incapacitated by any successful attack. Incapacitating Abershawe removes him from the final scene, as described above. On his turn, if he is not incapacitated Abershawe calls to his companions for help, causing the characters to be discovered (p. 18).

THE ASSAYER'S OFFICE

When the characters examine the building, read or paraphrase the following:

The large building has a commanding view of the mountains unfurling below. As you approach you make out two voices quietly conversing within. The closer you get, the more distinct they become. One is the voice of Dr. Gateu. The other must be Rookwood, the leader of the bandit gang.

Rookwood's personal quarters are in the office of the former assayer. There are windows on all four sides and a door facing the heart of the camp. Rookwood has blocked the windows with heavy fabric, but small gaps run the length of the plank walls, allowing a character to catch a glimpse inside.

The interior of Rookwood's building is fairly spartan, lacking amenities other than a cot, a footlocker, shelves, and a washbasin. Behind Rookwood's cot hangs a frayed regimental banner of the Cygnaran Rangers from the time of Vinter IV's reign. Dr. Gateu is carefully ministering to the bandit leader while the two men speak. His body blocks any clear view of Rookwood, but the piles of bloodstained bandages surrounding the bandit leader's bed paint a grisly picture.

There are a number of ways the characters might attempt to get in to recover the doctor, but a number of things happen in quick succession once they enter the building.

• Rookwood twists Dr. Gateu around to use as a human shield ("Passengers", p. 10) and uses Fast Draw to draw his main weapon, a mechanikal Radcliffe Firestorm named Dominance. In his off hand, he pulls a quad-iron from its holster.

• Rookwood places Dominance to Dr. Gateu's head. Between thick, wet coughs, he shouts at the PCs to stay back.

• Rookwood levels his quad-iron at the PCs' group.

HOSTAGE SITUATION

Once Rookwood takes the doctor hostage, read or paraphrase the following:

Rookwood glares over Gateu's shoulder at you and says, "Unless you want this man dead, you'll keep your hands off your weapons. Don't think I won't pull the trigger. I'd wave a match in a pit of coal dust if I needed the light. Move—so much as twitch*—and he's dead." The infected bandit looks at you for a moment. "And unless I'm wrong, so are you. Got the Sweat, don't you? Tell me—noses start bleedin' yet?"*

The little of Rookwood's face the PCs can see around Gateu's body is utterly ravaged by the infection. By all rights Rookwood should have died days ago, but his terrible willpower and hunger to live have left him clinging on by a few bare, bloody shreds. Rookwood's body, his hands, and much of his face are covered with freshly wrapped bandages applied by the doctor. As the characters watch, spots of blood begin to bloom through the wraps.

A character can make a Detection skill roll against a target number of 12 to identify the rank insignia on Rookwood's great coat. It's an older design that marks him as a Cygnaran Ranger swift sergeant. Characters with Connections (Cygnaran Military) recognize it as a design out of use since the reign of Vinter IV.

"Which ones sent you? Leto's dogs? The Steamos? Finally catch on to old sergeant Rookwood's little gang, have they? Only a handful of you bastards." Rookwood pauses, coughing wetly, before continuing. "Frankly, I'm a bit insulted. Thought I warranted a better class of bounty hunters. Someone from the CRS, even. It'd be just like Leto to send them after one of their own."

Rookwood is convinced the PCs have been sent by the Cygnaran Army to recover him. He'd rather die than face King Leto for his abandonment of duty and litany of crimes. With his hostage, Rookwood thinks he can still make it out alive. Nothing can convince him to release the doctor. Dr. Gateu is not just a hostage—he is Rookwood's only means of curing his illness.

"One harsh word from me, and you'll have this whole camp come down on you like divine punishment. Try not to let anything heroic come to mind. It'll just get you dead that much quicker."

Rookwood pivots the doctor to keep his hostage in the way of the PCs, shouting at them to keep their hands out in the open as he moves. Rookwood keeps as far away as possible, being careful to stay out of the range of any Reach weapons. His eyes dart around as he tries to keep all the characters in view.

"Me and the doctor here are gonna have to take our leave. Sorry for being such a bad host, but we were in the middle of a procedure that needs finishing. No damn sickness is going to kill me."

The characters may try to negotiate with Rookwood to reach some manner of compromise. Rookwood will seem to go along with the negotiation initially, but he is just trying to get closer to the door, a window, or any other avenue of escape from the assayer's office. As the bandit and his hostage move, Alma pleads with Rookwood to let the doctor go, telling him that she's the man's assistant and can cure him of the disease.

As he gets near an exit, Rookwood seems to contemplate her offer for a moment. Then, without warning, he raises his quad-iron and shoots her down before breaking out of the nearest exit with his hostage. If one or more PCs use Shield Guard to be hit instead, the bandit keeps firing with his quad-iron until Alma is hit. The gunshot echoes through the mountains—drawing the attention of his entire gang, barring those disabled by the PCs—as Alma crumples to the floor in a spreading pool of blood.

You hear Rookwood's ragged shout from outside the building. "One doctor too many for my taste—now mine's worth twice as much! Help your friend and let me go, or chase me and let her die. Your choice!" A moment later, he shouts, "Riders! Get the Roller ready! We've got intruders in my quarters. Deal with them!"

The gang closes in quickly and will arrive in a matter of moments. Give the PCs a round to ready for the assault by barring doors, readying weapons, casting any upkeep spells, or jumping inside the building for cover if necessary. If the PCs try to pursue Rookwood as he flees with his hostage, he quickly vanishes into the throngs of his gang members, heading toward the Roller as his gang tries to drive the PCs away from him. It should be clear that a direct confrontation with the entire gang is tantamount to suicide and that what little cover the assayer's office provides is better than nothing at all.

Assuming the PCs did not attack Rookwood, Alma is incapable of moving on her own. She has suffered Critical Injuries (*Core Rules,* p. 217) from the shot and is lying wounded on the floor of the assayer's office. Characters trained in Medicine can attempt to stabilize her by making a Medicine roll against a target number of 14. Meanwhile Alma quietly assures the PCs she'll be fine and insists they go help Dr. Gateu, trying to force his medical bag into the hands of the character nearest to her.

"I SHOOT HIM!"

It's entirely possible the PCs will attack Rookwood despite his hostage. If this happens, immediately roll initiative. On his turn, Rookwood shoots Dr. Gateu in the back, which results in the doctor suffering Critical Injuries (*Core Rules*, p. 217), and then fires on the PCs with his quad-iron. After attacking, Rookwood spends a feat point for Parry, grabs Alma, and calls in his gang. The adventure continues as normal, with Alma instead of Dr. Gateu in Rookwood's armored carriage. If Gateu is dead, Alma wracks her brain for the exact process of implementing the cure and manages to concoct it successfully—barely.

SCENE 4: CORNERED

SYNOPSIS

Trapped in Bayton Rookwood's quarters, the characters are surrounded by the entire Wyrmwall Rider gang, who begin unleashing a torrential hail of gunfire on the building. The PCs have to think quickly and act fast to escape the building before Jig, the gang's laborjack, tears it down around them. Though the characters make it free, Rookwood has escaped with Dr. Gateu on the Roller, his custom-made armored carriage. Unless the characters can discover some clue to where Rookwood and the doctor have gone, there's no hope of rescuing Gateu or curing their illness.

Read or paraphrase the following:

The running footsteps of the Wyrmwall Riders pound like thunder as the bandits approach. Somewhere behind them, Rookwood's raspy voice shouts to get the Roller ready because he and the doctor are going to take a ride. Peering through the cracks in the wooden walls, you see the gang coming toward you like a wall of infected flesh, weapons snapping in chorus as they ready their pistols and carbines. Behind them a massive, iron-shod carriage pulled by a team of heavy horses comes to a stop: the Roller. As heavily armored as a Khadoran Gun

Carriage, it is built out of scrap sheets of iron harvested from mining equipment and riveted to the body of a huge mining sledge. Rookwood drags Dr. Gateu aboard as he shouts to his gang, "Going for a ride, boys! Be sure to see our guests out."

The Wyrmwall Riders move to the edge of the plateau, forming a loose semicircle about 36 feet (6˝) away from the building on all sides, carefully positioned to avoid catching each other in a crossfire. Each Rider is armed with a repeating pistol, carbine, or pickaxe. Amid the coughs and ragged wheezing of the infected mob, a stern voice instructs the gang to keep their guns pointed at the doors and windows and to shoot anything that moves.

The PCs hear the gang discussing the best course of action. Some of the bandits advocate burning the building down to smoke the PCs out, but they are quickly shouted down by others, who want to loot the PCs' corpses. Others suggest storming the building all at once, saying it is unlikely the trapped characters will be able to kill more than a few Riders before they are defeated. The gang bickers about the options for a few moments before someone shouts, "What about Jig? Let it tear the whole wall down!"

The suggestion is met by a loud shout of approval. If he's alive, Whiddle says he'll go grab the 'jack and runs off. Otherwise, another member of the gang is tasked with doing so, but his inability to command Jig efficiently gives the PCs another round to search for an escape route before the laborjack arrives. The commanding voice the characters heard earlier instructs the rest of the gang to ready their weapons. Raising his black hat in one hand, the man gives simple instructions: "Ready! *Fire!*"

When the Riders open fire, read or paraphrase the following:

With a ripping crackle of gunfire, the Wyrmwall Riders begin shooting. Hundreds of rounds tear through the building in a maelstrom of lead, shattering the window glass, punching clean holes through the weak wooden walls, and ripping apart everything more than a few feet off the ground. In an instant the entire firing line crackles with gunshots, emitting a cloud of blasting powder smoke that stings your nose and burns your eyes. You hear men shouting "Reload!" over and over as the gang tries to pin you down with a steady stream of bullets.

The Wyrmwall Riders keep up their suppressing fire for five rounds before they exhaust their ammo supply. Until that time, any character who stands up or attacks the Riders suffers d3 + 1 POW 11 hits from the constant gunfire. Occasionally the Riders on one of the building's sides will have to reload between volleys. A character can make Detection roll against a target number of 13 to identify these lulls. During a lull in gunfire, a character can safely stand without being shot for one round.

ESCAPING ROOKWOOD'S QUARTERS

The PCs have many options for escaping their predicament. The list below identifies several methods the players may use to escape, but it is by no means exhaustive. Game Masters are encouraged to award feat points to clever players who execute an alternative escape plan.

- The PCs can try to duck out of a side window of the building during a lull in the gunfire when they hear the gang reloading. The thick clouds of blasting powder that surround the bandits give the PCs concealment from the majority of the gang, but they will have to fight their way through a smaller group of five Wyrmwall Riders and two Wyrmwall Veterans flanking the building before the main force is alerted to their escape.

- If one of the PCs says he is looking for another means of escape, have him make a Detection skill roll against a target number of 12. If the roll succeeds, a character notices a hatch beneath Rookwood's cot. The hatch leads to a crawlspace below the building, and the characters can use it to escape onto the plateau behind Rookwood's quarters, where the gang cannot see them. The characters will have

to crawl quickly to escape the building before the laborjack brings it down on top of them. Only two characters can escape through the crawlspace per turn.

- Although the bandits are extremely dangerous, the characters may decide to battle them. The Game Master should feel free to use dozens of Wyrmwall Riders and Bruisers, as well as Jig and Brun Whiddle (pp. 47, 51) for a massive combat encounter. Through a combination of attacks, the characters may manage to destroy the laborjack, defeat the bandits, and survive the combat. Doing so takes time, though, and gives Rookwood an advantage during the following chase scene (p. 26). Rookwood gains an extra lead point at the start of the final encounter.

After the fourth round of volleys, have the PCs make Detection skill rolls against a target number of 12.

If one or more characters succeed on this Detection roll, read or paraphrase the following:

Beneath you, the floor quakes with steady, rhythmic pulses: the footsteps of an approaching steamjack. Outside, several Riders shout in excitement. Through the slats of the building and the countless bullet holes, you see the glowing eyes of an approaching steamjack.

The Wyrmwall Riders make a break in the gun line to let Jig approach. Holding a huge rock pick in one hand, the steamjack slowly walks toward the building as the gang shouts encouragement from behind it. The Riders stop firing in the area around Jig as it approaches, causing a lull in the shooting.

Jig moves methodically to the front door. It takes Jig a full turn to reach the assayer's office and begin his attack. The walls of the assayer's office are made of deteriorated wood and have an ARM of 13. Jig must deal at least 15 damage points to the wall to break down enough of it for the Wyrmwall Riders to have a clear shot at the PCs. Jig does not stop once the wall collapses, though; unless destroyed by the PCs, Jig smashes his way into the building and attacks anyone inside until every character is incapacitated.

If the PCs are not inside the office at this point, Jig furiously thrashes his pick through the building, snapping through the walls and bringing the whole structure down. Any character in the crawlspace when this happens suffers a POW 15 damage roll and is pinned by the rubble. A character pinned by the rubble is knocked down and cannot move unless he or another character passes a STR roll against a target number of 14.

Once the building collapses, the gang shouts curses at Jig for going too far and tries to get the steamjack out of the rubble. They will be distracted for some time sorting through the ruins of the building as they search for bodies .

When the PCs are safely free of Rookwood's quarters, read or paraphrase the following:

You escaped death at the hands of the gang, but Rookwood and his hostage are nowhere in sight. There is no sign of the armored carriage the infected bandit king escaped in, no clear tracks for you to follow. Rookwood could have taken any of the paths leading down into the mountains out of the camp. With no clear leads, the best you can do is guess.

Let the PCs examine any of the paths leading down into the mountains for clues. The hard-packed earth and rock around the camp makes Tracking skill rolls impossible, and Rookwood left long enough ago that the characters cannot spot his carriage on any of the main roads. When the impossibility of knowing which route Rookwood and his men took sinks in, things go from bad to worse: one by one, infected characters' noses begin to bleed, the next major symptom of the Bloody Sweat.

After the PCs begin suffering the further symptoms of the disease, right when things are starting to look bleakest, have them make Detection skill rolls against a target number of 10. Characters who succeed hear something that seems entirely out of place in this desolate mountain mining camp: a faint tune played by some kind of mechanical chime. When the characters listen closely, they recognize the music as the national anthem of Llael.

When the characters follow the music to its source, they spot Dr. Gateu's pocket watch lying by the side of the road. Its crystal face is cracked from having struck a rock after being thrown by the doctor to the roadside in hopes that the characters would find it and recognize it.

Six horses are hitched to a building near the path (five if the PCs incapacitated Abershawe or convinced him to leave). They belong to Rookwood's most trusted Riders, who left them behind when the men joined Rookwood in his armored carriage. A PC who takes a moment to examine the horses notices long, empty holsters on their saddles—the kind of holster that would typically carry a carbine.

Rookwood is taking the doctor down the mountain in the Roller, his armored carriage. He plans to ride to the abandoned shack from scene 2, where he will instruct Dr. Gateu to treat him and his infected men. If the characters fail to catch Rookwood in the following scene, they can find him there.

"BUT I DON'T HAVE RIDING!"

It's possible that some PCs will not have points in the Riding skill. Remind these players that characters untrained in Riding can make Riding rolls normally.

If some other reason prevents the PCs from safely riding a horse, such as having a trollkin in the party, the characters could find a wagon similar to the one used in the attack on the train near Rookwood's escape route (albeit one without a stolen mini-slugger mounted next to the driver). Rather than riding individual horses, the characters can spend a full action hitching the abandoned horses to the wagon as a team.

SCENE 5: THE CHASE

SYNOPSIS

With his hostage in tow, Rookwood escapes down the rough mountain roads in his armored carriage, the Roller. The PCs must win a deadly high-speed chase down the mountain, confront Rookwood, and rescue the hostage, all while avoiding the deadly hazards of the Upper Wyrmwall Mountains.

Once the characters begin pursuing Rookwood, read or paraphrase the following:

The road is a rough, unused trail that cuts a trough into the mountain rock. After a few hundred feet, you hear the crack of a riding crop and the whinny of a horse echoing up the path. The Roller, Rookwood's armored transport, must not be far off. If you hurry, you might be able to catch it.

Not wanting to risk losing control on the irregular and ill-maintained mountain roads, Rookwood's driver is keeping a safe pace with the carriage. This makes it much easier for the PCs to catch up to the Roller.

When the PCs catch up to Rookwood, read or paraphrase the following:

The road opens up ahead. Curling around the mountain peak, it is flanked on one side by an almost sheer drop and on the other by a towering wall of rock. A multitude of narrow side trails and treacherous switchbacks fan off of the main road, eroded by centuries of neglect. In the center of the road, like a squat, rolling fortress of iron, the armored carriage carefully makes its way down the mountain. The moment the carriage comes into view, you hear a shout of alarm and see a man come out of its top hatch, hastily locking a trencher chain gun onto a swivel mount.

Once the PCs come into sight, Rookwood commands the carriage driver to move at top speed despite the consequences. If the characters have any hope of rescuing Dr. Gateu, they will have to engage in a high-speed chase through the dangerous mountain roads—all while under fire from the men inside Rookwood's rolling ironclad fortress.

RUNNING THE CHASE

A chase scene is a fast-paced, action-packed affair. Keep the action moving as the PCs pursue Rookwood, and feel free to throw all manner of hazards and obstacles at them. Sudden rockslides, sections of the path being shot away, and giant pillars of rock falling into the player characters' path are all good ways to keep the action frenetic and keep your players on their toes. Another rule of thumb: you can never have too many explosions going off during a good chase!

Once the PCs come into view, have them roll initiative against the carriage. Use Rookwood's initiative roll for the entire carriage.

The final encounter uses the rules for vehicles and chases presented in appendices A (p. 31) and B (p. 41). The characters begin the chase at the 1 position on the chase track on the last page of this document. If the PCs escaped the assayer's office quickly, Rookwood's carriage begins at the 4 position; otherwise, it begins at the 5 position.

The chase takes place on twisting, irregular mining roads in the mountains, where clear sight lines are infrequent. During the chase, characters more than five positions apart on the chase track cannot draw line of sight to each other (and thus cannot make ranged attacks).

During each turn of the chase, the men aboard the carriage make ranged attacks against the PCs. The carriage has three sliding gun ports (one on each side and one at the back), through which the Riders inside can throw grenades or shoot, as well as a top-mounted trencher chain gun. One of Rookwood's bandits is always positioned to fire the chain gun. If that shooter becomes incapacitated, another of the bandits moves up to take over. Each gun port has room for only a single shooter. All the bandits inside are armed with carbines.

During this scene, Rookwood's bandits try to prevent the PCs from continuing the chase. The driver carefully positions the carriage to prevent the PCs from gaining line of sight to the team of horses hauling it. Unless the PCs manage to get alongside or in front of the vehicle, treat any vehicle damage result (p. 35) of "Horses" as a "Body" result. In addition, characters attempting to target the team of horses with a ranged attack must first make a contested Driving or Riding skill roll against the skill of the wagon's driver (AGL + Driving 6). The Riders inside the carriage use the following tactics:

- The driver maintains speed in an attempt to lose the PCs. He will break off the main road and use side paths, take daring runs down sharp slopes to switchbacks running below, and undertake other maneuvers. The driver always tries to protect the draft team by keeping the wagon between them and the PCs. If the PCs attempt to overtake the carriage or move up alongside it, the driver attempts to either push them off the road or slam them into a wall. To do so, the driver makes a contested Driving skill roll against the target character's Driving or Riding skill. If the driver's roll is higher, the PC either loses one point of lead on the chase track from being pushed off the road or suffers a POW 12 damage roll from being slammed into the rocks, depending on the driver's intent.

- The bandit manning the trencher chain gun lays down covering fire two spaces behind the carriage in order to keep the characters from getting close. Unless the chain gun is disabled, any character moving into this position suffers a POW 10 damage roll. The chain gun cannot aim downward and is unable to target characters within one space of the carriage.

- If the characters are two or more spaces behind the carriage on the chase track, the Riders armed with carbines fire at them. The Riders suffer a –2 penalty on all ranged attack rolls due to the irregular roads and the high speed of the chase.

- If the characters are alongside the carriage or one space behind it, a Rider can sacrifice a normal attack to drop grenades into the path. Characters in these spaces must make a Riding or Driving skill roll against a target number equal to the Rider's attack roll to avoid being caught in the blast. If this roll fails, characters in the affected positions suffer POW 12 blast damage rolls. The carriage's occupants are immune to blast damage from the grenades.

- If the PCs are four or more spaces behind the armored carriage, Rookwood emerges from the carriage and fires Dominance at the mountainside behind the carriage, causing a dangerous rockslide in the PCs' path. The rockslide is a hazard (p. 43) on their next turn.

- If the PCs did not incapacitate Abershawe or convince him to abandon the gang, one Rider may choose to sacrifice his attack to drop a smoke grenade behind the carriage. The smoke grenade grants concealment to the carriage for one round. If Abershawe is not aboard the carriage, this option is not available.

- A PC who moves close to the carriage or successfully manages to attack the horses despite the driver's efforts (perhaps due to the Rune Shot: Phantom Seeker spell or the Awareness spell) is targeted by a burst attack from the chain gun.

The chase ends if a PC occupies the same position as the carriage on the chase track at the beginning of his turn or if the carriage starts its turn more than six spaces ahead of the closest PC on the chase track. If Rookwood gets away, he travels to the abandoned shack from scene 2. Because the characters are familiar with the location, they should have little trouble determining that Rookwood is headed there, based on the direction of travel when they lose him. Setting the final showdown with Rookwood at the shack will require the Game Master to adjust the final scene slightly. Placing Rookwood and his hostage inside the shack and any surviving gunmen at the windows should still present the characters with a challenge.

If the characters catch Rookwood, the chase turns into a combat encounter. The players roll a new initiative for the combat encounter. Any characters who are not in the same space on the track as the Roller are delayed a number of rounds equal to the number of lead points between them and the Roller. For example, if a character is three lead points away from the Roller when the combat encounter starts, he will not be close enough to climb onto the vehicle until the beginning of the third round of combat. Neither the chain gun nor the firing ports can draw clear line of sight to players in the same space as the Roller. As the PCs start to climb aboard the carriage, Rookwood

and his bandits move atop it and attempt to prevent the PCs from boarding it or grabbing Dr. Gateu, who is held inside. During the combat, Rookwood positions himself on the hatch leading to the interior to prevent access. (For more details, see "Showdown.")

CHASE SCENE LOCATIONS

The Game Master can use the following locations during the chase to increase the drama and present further complications to the characters. The scenes are presented in no particular order, and a Game Master should use as many or few of them as needed to make the chase a harrowing, white-knuckle experience. Some scenes favor Rookwood, imposing a challenge or an obstacle to the player characters; others can be used to give the PCs a chance to catch up to the fleeing bandit—particularly if they choose the unwise course of pursuing him on foot!

THE BRIDGE

Read or paraphrase the following:

The road leads to an ancient bridge across a deep chasm lined with jagged rocks. Built of dry-rotted wooden planks and corroded iron pylons, the bridge is on the verge of collapse. Two rusted guy wires on either side are all that remain of the support cables that once provided some much-needed reinforcement. The carriage thunders over the bridge, which strains to bear the burden. The groan of wood and metal is audible even over the pounding of the horses' hooves. The timbers begin to crackle and splinter in the wake of the carriage's passing.

The wagon's passage leaves the ancient bridge dangerously close to collapse. If the PCs follow on horseback or in their own wagon, the bridge will begin to fall apart beneath them. Each time a mounted character or a wagon crosses the bridge, roll a d6. On a roll of 1, the bridge loses integrity and begins to collapse. Characters on the bridge must make an Agility, Driving, or Riding skill roll against a target number of 12. If the roll succeeds, the character clears the bridge before it collapses. If the roll fails, the character remains on the bridge, which falls into the chasm at the end of the round, taking anyone on it into the chasm. Characters who fall suffer a damage roll of 6d6 + 10 and cannot participate in the remainder of the chase.

If the bridge collapses, the only other way to cross it (short of climbing down the chasm on one side and back up on the other) is to slide across on the two remaining guy wires that span the distance. The wires are firmly bolted into the mountain rock on either end, but each is heavily corroded from years of exposure. For each small-based character who slides across a wire, it suffers d3 damage points. Each medium-based character who slides across a wire causes it to suffer d3 + 1 damage points. If a wire suffers 7 or more damage points, it snaps (at the most dramatically appropriate moment, of course). Characters on a snapping wire must make a Rope Use skill roll against a target number of 11 to avoid falling into the chasm and taking damage, as described above.

THE SCREE

Read or paraphrase the following:

The road ahead has long gone unmaintained, even by the standards of these mountain paths. A layer of broken rock and scree coats the road, making it irregular and hazardous ground. To the left, the road gives way to a long slope dotted by tough scrub and jagged boulders. Rookwood's carriage kicks up a thick cloud of dust that obscures it, though you can see sparks flying as its metal wheels slalom through the broken rock.

The dust cloud kicked up by the carriage blows back in the PCs' faces, granting the transport concealment from ranged attacks. This dust also grants the PCs concealment against any ranged attacks from the carriage.

The crumbling section of the path makes riding a horse or driving a wagon extremely difficult. The target number of all Driving and Riding skill rolls to modify lead increases by 2 in the scree. Additionally, a character moving over the scree must make a Driving or Riding skill roll against a target number of 12. If the roll fails, vehicles suffer the effects of damaged wheels, and mounts suffers d3 damage points from a badly placed hoof or turned ankle.

THE DESCENT

Read or paraphrase the following:

Ahead, the road drops precipitously for a hundred yards. The carriage recklessly rolls on, hitting the slope and picking up speed. You hear metal grind as the driver heaves on the brake to keep from losing control. In moments, the carriage's metal wheels are glowing red from the friction.

The path ahead dips sharply downward. Unless the characters are careful, they, their horses, and any wagons will tumble down the path and suffer multiple contusions and broken bones. The carriage is in particular danger on the descent: rolling downhill, the heavy wagon can quickly overtake the draft team, resulting in a catastrophic wreck. To avoid such an outcome, the driver engages the carriage's friction brake. The carriage suffers a –2 penalty to rolls to determine positioning on the chase track as it descends the incline.

Brave PCs can attempt to use the slope to their own advantage. A character can choose to suffer a –2 penalty to his chase roll (p. 41) to move down the slope at breakneck speed. If the roll succeeds, the character is automatically moved one position closer on the chase track. If the roll fails, the character and his mount or vehicle go out of control, falling and rolling down the slope. The character, any horses, and any vehicle all suffer a POW 12 damage roll, and the character must spend his next turn remounting or righting his vehicle, losing one lead point.

COMBAT ENCOUNTER #3: SHOWDOWN

Read or paraphrase the following:

Moving too close for the carriage's guns to target you, you see a crazed Rookwood erupt from inside the carriage, followed by two of his men. Wild-eyed and furious, they fire their pistols from atop the speeding

vehicle. Rookwood slams the hatch closed with one boot and stands atop it, yelling a challenge down to you: "You want him so bad? Try and take him!"

The only way for the characters to rescue Dr. Gateu from the nearly insane Rookwood is to board the carriage and free him from within. The doctor is restrained inside the carriage, but he begins shouting for help the moment the characters come near.

ROOKWOOD'S TACTICS

As long as he's alive, Rookwood does everything in his power to keep the PCs away from his prize. The members of his gang atop the carriage draw repeating pistols and swords to do battle, leaving their carbines in the Roller. They close with characters who move onto the armored carriage, and they will jump onto any nearby vehicle to fight the PCs there rather than on the Roller. Each Rider knows that failure to keep possession of the doctor is fundamentally a death sentence. Rookwood and all his gang gain Fearless during this encounter. Unless he was killed in the first combat encounter, Darvon Shanke is one of the men fighting alongside Rookwood.

Rookwood and the Riders focus their attention on ranged attackers and Gifted characters first, but they shift their focus to any characters who attempt to climb aboard. The driver inside the carriage tries to prevent the PCs from overtaking the carriage and threatening the horses by weaving into their path as much as possible.

During the battle, the men atop the carriage spend feat points primarily on Heroic Dodge and Walk It Off to mitigate the damage they suffer during the combat.

As the encounter goes on, Rookwood and his men begin to suffer from the final stages of the Bloody Sweat. At the end of each of their turns after the first, make a PHY roll for Rookwood and each gang member against a target number of 14. If the roll succeeds, nothing happens. If the roll fails, the *maximum* number of feat points a gang member can have is reduced by 1, to a minimum of 0.

When a Rider's maximum number of feat points is reduced to 0, the infection takes greater effect. The men begin to hemorrhage, and their skin bleeds profusely. Unless they spend a quick action to clear their eyes of sweat and blood, each man suffers a –2 penalty on attack rolls.

ENDING THE ENCOUNTER

When the PCs defeat Rookwood, read or paraphrase the following:

Rookwood drops from your final attack, coughing blood as he falls to his side. As the bandit leader lies dying, he fires his pistol at the carriage reins, snapping them and depriving the driver of any control. With a snarl, Rookwood whispers, "You lose."

His last act of violence complete, the leader of the Wyrmwall Riders dies. His earlier words were borne out: it wasn't the disease that killed him.

Rookwood's shot destroys the Roller's controls, sending it out of control (p. 35). With no way of guiding the panicked horses, the carriage hurtles at top speed toward a curve in the road ahead. This close to the turn, even the full use of its brake will not be able to slow it in time.

The PCs have only a few moments to throw open the carriage's hatch, grab the doctor, and throw themselves clear of the carriage before it plunges over the edge of the road and crashes down the mountainside. In three turns the uncontrolled vehicle crashes—a death sentence for any still on or in it. Freeing Dr. Gateu requires a quick action to open the carriage hatch and a STR roll against a target number of 12 to quickly haul the doctor up and out. The driver tries to scramble clear of the carriage, but he cannot free himself in time without the PCs' assistance.

When the carriage goes off the road, read or paraphrase the following:

Trailing streams of dust, the carriage flies off the road. It sails out into the open air, twisting as it falls. The heavily armored carriage crashes down the mountain and hits the rocks below with a deafening explosion of noise. By the time it rolls to a stop hundreds of feet below, it is reduced to twisted plates of scrap metal.

Dr. Gateu profusely thanks the PCs for his rescue, tripping over his words and trembling as he does so. If the characters return his pocket watch, he displays extreme gratitude and relief before carefully securing it upon his person. The doctor is clearly in a state of shock after his abduction and close brush with death. Once the characters mention their infection, Gateu's demeanor instantly changes. He becomes precise and alert and requests his bag so he can begin work. He carefully assesses the PCs and begins working on those with the lowest PHY first, informing those who escaped infection of their profound luck. The doctor measures each component of the cure carefully, administering them to the PCs at precise intervals.

If Alma is not accompanying the PCs, the doctor hesitantly inquires about her as he works. Depending on her fate, he may request a moment to grieve his dear friend or thank the characters for the profound acts of kindness they have performed for him and his assistant.

CONCLUDING THE ADVENTURE

With the cure flowing through their veins and Rookwood defeated, the PCs are victorious. They may want to do a few things before they return to the Gilded Star, such as recover Alma or deal with the remaining Wyrmwall Riders. Dr. Gateu urges caution and haste. If Alma died from her wound, he reluctantly suggests they return for her body later; for now, people in Bainsmarket are suffering from the disease and need his help.

The return journey is thankfully free of reprisal from the Wyrmwall Riders. If the PCs convinced Danner, Kranze, or Abershawe to abandon the gang, they can encounter them at the derelict shack in the foothills. The deserters are grabbing enough supplies to begin a long journey south, as far from the mountains and the remaining gang as they can get. If the PCs approach them, the former Riders tell the PCs their bandit lives are long behind them and thank the PCs for their clemency.

DOMINANCE (MECHANIKAL RADCLIFFE FIRESTORM)

The characters may decide to recover Rookwood's pistol, Dominance. A character who makes a Detection skill roll against a target number of 15 finds the weapon on the edge of the path where the Roller went over.

Radcliffe Firestorm

Ammo: 5 (metal-cased heavy round)

Effective Range: 48 feet (8″)

Extreme Range: 240 feet (40″)

Skill: Pistol

Attack Modifier: −1

POW: 12

AOE: —

Description: Dominance is a carefully maintained, custom-made Radcliffe Firestorm. It was obviously the prized possession of its previous owner. The barrel is inscribed with its name in flowing script.

Rune Points: 3

Special Rules:

Accuracy – While the weapon has power, the character wielding it gains +1 on his attack rolls with it.

Blessed – While the weapon has power, attacks with it ignore spell effects that add to the target's DEF and ARM.

When the PCs return to the train, read or paraphrase:

As you leave the mountains, you see the smoke of the Gilded Star's engine and hear its shrill whistle as it builds steam pressure to move again. The astounded survivors greet you and hail you as heroes. As they line up for treatment for their infection, several of them press you for details about the adventure. Eventually, the engineer approaches your group for a private conversation.

"I'm glad you made it back when you did. I wanted to wait as long as I could, but we were starting to think you wouldn't make it out."

He looks back to the doctor, who is busy treating people. "Need to get that man to Bainsmarket right quick. There are a lot of people there who need his skills. When we get to the city, we can report this to the army. You know where these fatherless dogs call home. Something tells me there might be some people who would be very interested to learn that. Probably willing to reward you for it, too."

With that, the engineer excuses himself, heads to his station, and starts the Gilded Star back on her journey north. She begins to chug along, picking up speed and settling into a steady rhythm as she makes her way down the track.

EPILOGUE

There are a few different ways the Game Master might follow up *Bitter Medicine*. If there are any Wyrmwall Riders left in the mountains, the Cygnaran Army or Caspian Railway Society will pay handsomely for guides willing to lead them to the bandit camp so they can apprehend any survivors and recover years' worth of stolen goods. Each group is willing to pay up to 150 gc to each character willing to accept the task. This is a good way for characters to gain connections with the Cygnaran military or the Caspian Railway Society.

Dr. Gateu may also want to recruit the PCs. His journeys lead him to cities throughout the southern kingdoms, and he could always use help against the dangerous men and creatures that plague the roads. The doctor may even one day return to his embattled home to provide assistance to the beleaguered Llaelese Resistance, and he welcomes any characters sympathetic to the cause.

Finally, the Game Master should reward XP for the adventure. In addition to normal XP awards, the Game Master can reward XP for the following:

• If the characters convince Danner, Kranze, or Abershawe to leave the gang rather than killing them: 1 XP for each deserter

• If the characters sabotage the gang using the stable or storehouse: 1 XP

• If the characters successfully defeat Rookwood and rescue Dr. Gateu: 1 XP

• If both Alma *and* Dr. Gateu are alive at the end of the adventure: 1 XP

APPENDICES

APPENDIX A: VEHICLES OF THE IRON KINGDOMS

From the mighty warships sailing the Meredius to the humble handcarts used to inspect rail lines for damage, vehicles take many shapes across western Immoren. The vehicles presented here are just a small sample of the options available to characters who need to get from one place to another.

RIDING IN A VEHICLE

Characters riding in a vehicle follow different rules than mounted characters or those traveling on foot. These rules are presented below.

MOVING A VEHICLE

A character controlling a vehicle must use a quick action during each of his activations to retain control.

Unlike characters, all vehicles are capable of moving up to three times their base SPD. There is no danger in moving a vehicle at up to twice its SPD, but moving it faster than that has risks. The first risk is that whatever is being used to operate the vehicle will become exhausted or damaged. This can mean the horses pulling a wagon tire too much to continue, the coal firing the engine of a train runs out or the boiler suffers damage, or the rigging of a ship begins to break.

The second risk is that the surface the vehicle is moving over can damage it. This mostly applies to horses and wagons. Rough patches of road and irregular terrain can cause extensive damage to a wagon moving at more than twice its SPD, and horses moving at full gallop on rough ground run an increased risk of breaking an ankle due to a misplaced step.

The third risk is that a very fast-moving vehicle is more difficult to control. Maintaining control at high speed requires quick reflexes and split-second decision making, and the consequences for misjudgment can be dire.

VEHICLES AND FACING

The degree to which a vehicle can safely change facing depends on how fast it is moving. If a character wants to change a vehicle's facing more than its speed allows or more than once during an activation, he must pass a skill roll using the appropriate skill, such as the Driving skill for a wagon or the Sailing skill for a ship. The Game Master may decide that some turns are impossible to make.

A vehicle moving no faster than its base SPD can make one safe turn of up to 90 degrees during the activation phase of the character who is driving it. If a driver attempts to make an additional turn of up to 90 degrees he must pass a skill roll with a target number of 12. Subsequent turns of up to 90 degrees suffer a cumulative –2 penalty for each turn.

A vehicle moving faster than its base SPD but not faster than twice its base SPD can make one safe turn of up to 45 degrees during the activation phase of the character who is driving it. If a driver attempts to make an additional turn of up to 45 degrees, he must pass a skill roll with a target number of 14. Subsequent turns of up to 45 degrees suffer a cumulative –2 penalty for each turn.

A vehicle moving faster than two times its base SPD cannot make any safe turns during the activation phase of the character who is driving it. If a driver attempts to make a turn of up to 45 degrees, he must pass a skill roll with a target number of 16. Subsequent turns of up to 45 degrees suffer a cumulative –2 penalty for each turn.

The Game Master determines whether turns past the limits listed above are possible—and the target numbers for any such turns. The Game Master can adjust these rules if he decides that another factor, such as the weather or the terrain the vehicle is moving over, makes safe turning more difficult than normal. Driving a wagon over muddy or slick terrain can increase the difficulty of even basic turns, and heavy storms can make altering a ship's course extremely difficult and dangerous. The Game Master may decrease the radius of a safe turn or increase the target number for subsequent turns.

If a character fails to make a turn that the Game Master has determined is dangerous, the outcome is up to the Game Master. If a wagon is moving at its base SPD, it is simply beyond the skill of the driver to make such a tight turn, and the vehicle suffers no ill effects. If a wagon is being driven at high speed along a mountain path, the consequences of failing the roll are most likely that the wagon tips over and is destroyed in a wreck.

WRECKING A VEHICLE

The Game Master determines the danger that a vehicle will be wrecked as a result of a failed roll to turn the vehicle, or a risky maneuver, on a case-by-case basis. Instead of the vehicle automatically crashing, the Game Master can require a character to make additional rolls if there is any chance to recover control of the vehicle.

The Game Master should consider both the vehicle and the circumstances of the failed roll. If a character is attempting a risky turn in a carriage while traveling across a relatively flat piece of ground, failing the roll does not necessarily result in a wreck. The character likely has a chance to make another Driving roll to prevent losing control of the carriage. However, if a character piloting a riverboat is attempting to turn to avoid a collision with a rock, the result of failing the roll is that the boat strikes the rock and suffers damage.

BEING THROWN FROM A VEHICLE

Occasionally a character riding in a vehicle risks being thrown out of it, such as when a vehicle is overturned and the Game Master decides the character is thrown.

The Game Master may decide that the damage a vehicle suffers from an attack or another effect has a chance of disrupting the vehicle's stability enough to throw passengers from it. This means a passenger must make an AGL roll against a target number set by the Game Master to keep from being thrown. The difficulty level of the target number should reflect the severity of the situation. If a driver involved in a chase between two wagons attempts to run the other wagon off the road by swinging his own into it, the target number to keep from being thrown from the vehicle would be 8. If the damage to a vehicle is extensive, however, such as a ship taking a full broadside attack from another ship, the target number could be 16 or higher. If the roll succeeds, the character stays on the vehicle and on his feet. If the roll fails, he is thrown.

When a vehicle is destroyed while moving, all passengers are automatically thrown.

When a character is thrown, he must make an AGL + Jumping roll against a target number of 14 to determine if he can control his fall or save himself from harm.

If the roll succeeds, place a model representing the character anywhere within 1″ of the vehicle. The character's player chooses where the model is placed. A character who is thrown during a chase no longer participates in the encounter.

If the roll fails, the exact effect of being thrown depends on why the character was thrown from the vehicle. If the vehicle was not destroyed, the character is thrown d3″ directly from the vehicle, is knocked down, and suffers a POW 12 damage roll. If the vehicle was moving at three times its SPD, add an additional die to the damage roll.

If the vehicle was destroyed while moving, roll a d6 to determine the character's fate. On a roll of 1–4, he is thrown, as described above. On a roll of 5 or 6, he is pinned inside the wreckage. A pinned character is knocked down, suffers a POW 12 damage roll, and cannot move until he makes a successful STR + AGL roll against a target number of 14. Roll at the start of the character's Activation Phase. If the roll succeeds, the character frees himself. If the roll fails, he remains pinned and cannot move or take an action until he frees himself.

In any case, place a model on the table to represent the thrown character.

KNOCKDOWN AND KNOCKOUT WHILE IN A VEHICLE

The Game Master must decide what happens to a character who is knocked down or knocked out while on a vehicle. This decision should be influenced by the character's circumstances. For example, if a character is riding in a small carriage, he has a chance of falling out of it when knocked down. If a character is standing in the middle of the deck of a large sailing ship, he would simply be knocked down.

When the Game Master determines that a character in a vehicle has a chance of falling out of the vehicle due to being knocked down, the character must make an AGL roll, following the rules above for being thrown from a vehicle. The Game Master determines the modifier for this roll. If the character succeeds, he suffers the effects of being knocked down but remains in the vehicle. If the roll fails, the character is thrown from the vehicle, following the rules above.

No roll is necessary when the Game Master determines that a character who has a chance of falling out of a vehicle is knocked out—the character simply tumbles to the ground. The Game Master should place a model representing the character on the table near the vehicle. The character suffers a POW 10 damage roll from the fall, but the Game Master can increase or decrease the POW to reflect situations like falling at higher speeds or from a greater height.

A character who falls from a slow-moving vehicle like a cart may suffer a POW 8 damage roll, but a character who falls from a train moving at high speed may suffer a damage roll of POW 12 (or even higher).

COVER WHILE IN A VEHICLE

A character's ability to take cover or go prone while in a vehicle is determined by the Game Master.

SKILLS AND VEHICLES

The inclusion of vehicles in a session can open up many opportunities for the creative use of skills. When using a vehicle, a character can attempt any skill roll the Game Master decides is appropriate in order to give himself a positive modifier on a roll to control a vehicle. For example, a character attempting to drive a team of horses pulling a wagon past their exhaustion limit can make an Animal Handling skill roll against a target number set by the Game Master to continue moving at three times the horses' base SPD.

Vehicles can also be used as weapons. A character who wants to trample a target with the horses pulling a wagon or to ram a ship with another ship makes an attack roll using his Driving or Sailing skill, respectively, instead of using a weapon skill. If the attack hits, the target suffers a damage roll with a POW equal to the ARM of the vehicle.

EVASIVE ACTION

A skilled driver can make his vehicle more difficult to hit by taking evasive action. To take evasive action, the driver must make a Driving or Sailing skill roll, depending on the vehicle, against a target number of 14. If the roll succeeds, the vehicle gains a DEF bonus against ranged and magical attacks equal to the driver's Driving or Sailing skill level.

Taking evasive action is a full action.

ATTACKING VEHICLES

A character who chooses to attack a vehicle uses the standard rules to resolve the attack. If a character wants to attack a passenger on a vehicle, the Game Master must consider the size of the vehicle and the passenger's location to determine how to resolve the attack. A passenger riding in a completely enclosed vehicle cannot be targeted. If a vehicle without a

cabin is relatively small compared to the passengers, such as a wagon, the attacker suffers a –2 penalty on his attack roll when he targets a specific passenger, using the DEF of the vehicle. If the passenger is riding a large vehicle, such as standing on the deck of a riverboat, there is no penalty to the roll.

Depending on the vehicle and the type of attack, the Game Master can also decide that the passengers might be hit instead of the vehicle. For relatively small vehicles, a single d6 roll can determine whether a passenger is hit. On a roll of 1–4, the vehicle is hit; on a roll of 5 or 6, a passenger is hit. If multiple passengers are on the vehicle, randomly determine which one is hit. For larger vehicles, the Game Master must first determine what part of the vehicle was hit by the attack. Roll a d6 and consult the vehicle's System Table. If there are no passengers on that part of the vehicle, no passenger can be hit. If passengers are on that part of the vehicle, the Game Master rolls a d6 to determine whether they are hit. On a roll of 1–4, the vehicle is hit; on a roll of 5 or 6, a passenger is hit. If multiple passengers are on the vehicle, randomly determine which one is hit.

If an attacker wants to target a specific part of a vehicle, the Game Master must first determine whether the character can see that part of the vehicle. For example, a character trying to shoot at the horses pulling a wagon will not be able to see them from directly behind the vehicle.

The Game Master should also determine whether there is a penalty to the attack roll. For example, if a character is attacking a wheel of a quickly passing wagon, the attack roll would suffer a –4 penalty. If a character is attacking the sails of a stationary ship, however, there is no penalty to the roll.

If a character hits a specific part of a vehicle and deals damage, no roll on the System Table is necessary, regardless of the amount of damage rolled. After suffering damage, the vehicle suffers damage to the targeted system.

ATTACKING FROM A VEHICLE

Unlike attacking while mounted, making ranged or magic attacks while riding in a vehicle does not involve a standard penalty. The Game Master should determine whether the speed of the vehicle and the surface it is moving over have a chance of modifying a character's accuracy. For example, a character shooting a rifle from the deck of a ship in calm seas can shoot without penalty, but that same character would suffer a –1 penalty to his attack rolls if weather conditions were creating significant waves. The character would suffer an even larger penalty if he were attempting to fire a rifle from a perch in the rigging of a ship being rocked by the same waves.

DAMAGING A VEHICLE

Vehicles share some similarities with structures in how they suffer damage. Melee attacks and magic attacks can damage vehicles normally. Ranged weapons that have an AOE, cause fire or corrosion damage, or are POW 14 or greater can damage a vehicle.

Every vehicle has two damage stats: Damage Capacity and Damage Threshold. Damage Capacity is the total amount of damage the vehicle can suffer before it is destroyed and can no longer function. For a wagon, this could mean its structural integrity has been taken so low that it breaks into pieces. For a boat, this usually indicates it has suffered massive hull damage and is sinking. Damage Threshold is how much damage the vehicle can suffer at one time before one of its critical systems is damaged. Every time the vehicle suffers a number of damage points equal to its Damage Threshold, roll on the vehicle's System Table to see which specific system has been damaged. The effects of damage to a system are cumulative.

A vehicle's System Table and its effects are specific to that vehicle and are included in the vehicle's entry.

OUT OF CONTROL

If a vehicle's driver is incapacitated or its controls are destroyed, it goes out of control. An out-of-control vehicle can no longer change facing for any reason and continues moving at its current speed.

A character who attempts to take the place of an incapacitated driver must first move to the vehicle's controls and spend a quick action taking the place of the previous driver.

If a vehicle's controls are destroyed, it remains out of control until it is slowed down or its controls are repaired. The method required to slow a vehicle down depends on the vehicle. For example, a character attempting to slow down an out-of-control wagon must make an Animal Handling roll to calm the horses, but a character attempting to slow down a sloop must make a Sailing roll to furl the sails.

REPAIRING DAMAGE

Extensive repairs to a vehicle require access to materials like wood, scrap metal, and a full mechanik's tool kit. These repairs cannot be conducted on the battlefield.

For every hour a mechanik labors over a damaged vehicle, he can remove a number of damage points from it equal to his Mechanikal Engineering skill level. If the character has access to a full mechanik's shop or a ready supply of replacement parts, he can remove an additional d3 damage points each hour.

When all of a vehicle's damage boxes have been repaired, it no longer suffers any penalties to specific systems.

SPECIFIC REPAIRS

Repairing a damaged system on a vehicle requires two hours of labor with the proper tools and a successful INT + Mechanikal Engineering skill roll against a target number of 14. If the roll fails, the character can attempt it again after another hour of labor. A successful repair removes the effects of one damaged system.

The Game Master can decide to modify this target number (and the time spent making these repairs) for exceptionally large vehicles like sailing ships, riverboats, and trains.

ASSISTED REPAIRS

A mechanik assisted in his repairs by additional characters with the Mechanikal Engineering skill can remove one additional damage point from the vehicle for each character assisting him.

PAYING FOR REPAIRS

A character paying for the repair of a vehicle can expect to pay 10 gc per hour per mechanik working on the vehicle until the job is complete.

BODGING VEHICLES

When time is critical, such as in the heat of battle, a character with the Bodge ability can attempt to patch a vehicle back together temporarily. Bodging is a tactic of last recourse. At best, it enables a heavily damaged vehicle to attempt to escape a battle, until more extensive repairs can be made later.

A character must have the Bodge ability to attempt any repairs on a vehicle during combat. Bodging is a full action. The mechanik chooses a damaged system and makes an INT + Mechanikal Engineering roll against a target number of 14. If the roll fails, nothing happens, but the mechanik can attempt to bodge the vehicle again next turn. If the roll succeeds, the vehicle no longer suffers the penalty associated with one of its damaged systems.

A character must have the proper tools to attempt to bodge a vehicle.

Bodging has no effect on horses or other living creatures pulling a vehicle.

VEHICLES

The following attributes define how vehicles function in the game.

Cost: This is the cost of the vehicle in Cygnaran gold crowns.

Skill: This is the skill used when operating the vehicle.

Skill Modifier: This represents how difficult it is to control the vehicle.

SPD: This is the speed of the vehicle. Some vehicles have their own SPD, and some use the SPD of the animal pulling them.

DEF: This is how difficult it is to hit the vehicle with an attack.

ARM: This is the degree to which the vehicle is protected by its armor.

Damage Capacity: This is the amount of damage the vehicle can suffer before it ceases to function as a vehicle.

Damage Threshold: This is the amount of damage that triggers a roll on the vehicle's System Table.

Passengers: This is the number of passengers a vehicle can carry, including the driver.

Description: This is a description of the vehicle.
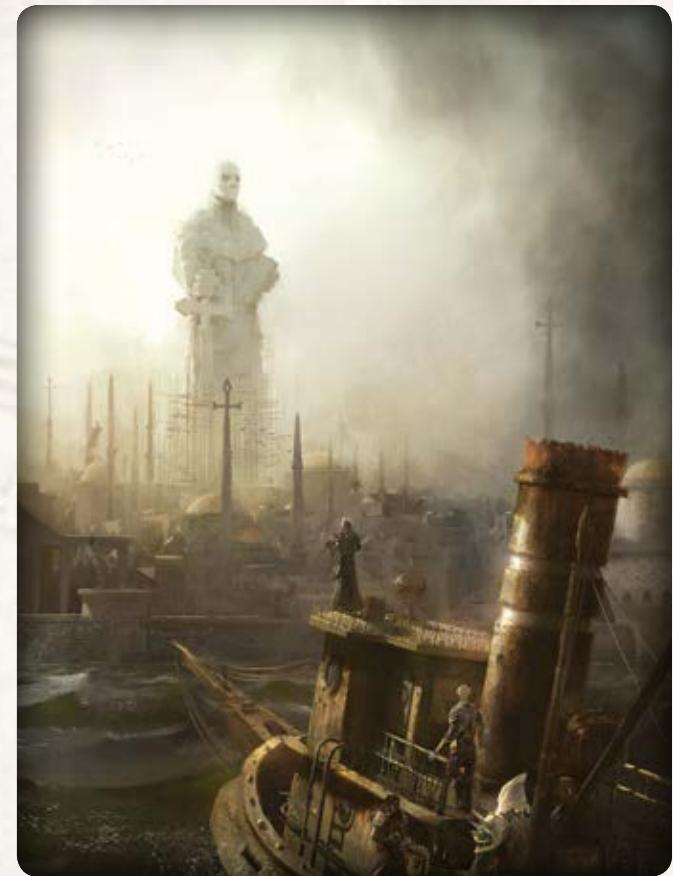
Special Rules: This section describes any special rules the vehicle has.

System Table: This table lists the vehicle's systems and explains how they are damaged.

<div align="center">

CARRIAGE

</div>

Cost: 50 gc
Skill: Driving
Skill Modifier: 0
SPD: As horses
DEF: 10
ARM: 14
Damage Capacity: 16
Damage Threshold: 4

Passengers: 2 (including the driver)

Description: Carriages are small, horse-drawn vehicles used to carry passengers. The common carriage consists of a simple frame with a seat for two people and a partial covering to ward off the rain.

Members of the aristocracy commonly ride in very elaborate carriages with fully enclosed cabins and room for footmen to stand on the rear.

Special Rules: A carriage is typically pulled by a single draft horse (*Core Rules,* p. 277). Adding extra horses to the team will add to the time the carriage can be pulled before the horses become exhausted. Carriages can have a great number of modifications and unique qualities.

CARRIAGE SYSTEM TABLE

D6 RESULT	SYSTEM DAMAGED
1–2	Body – No specific system is damaged.
3	Horses – One of the horses pulling the carriage is hit. Apply the damage roll to that horse. If all the carriage's horses are killed, the carriage becomes stationary at the end of its next turn.
4	Driver – The driver of the carriage is hit. Apply the damage roll to the driver.
5	Wheels – A randomly determined carriage wheel is hit. Reduce the carriage's DEF and SPD by 1.
6	Passengers – Randomly determine which passenger is hit, not including the driver. Apply the damage roll to that passenger.

VEHICLES AND ADVENTURING COMPANIES

The vehicles presented here are intended for use with adventuring companies that grant the PCs a vehicle, such as a small ship from Pirates of the Broken Coast, Caspian Cortex Smugglers, or Ordic Naval Expedition.

RIVERBOAT

Cost: 8,000 gc
Skill: Sailing
Skill Modifier: 0
SPD: 10
DEF: 7
ARM: 16
Damage Capacity: 50
Damage Threshold: 10

Passengers: 50 (5-man minimum crew)

Description: Riverboats are flat-bottomed, steam-powered vessels that ferry people and goods among the major cities and larger settlements of the Iron Kingdoms.

Special Rules: A riverboat burns 15 gc of coal per hour of travel.

Riverboats come in many sizes. For every additional 1,000 gc spent in its construction, a riverboat's crew requirement is increased by 3 and its passenger capacity is increased by 50 (to a maximum of 300). For every 1,000 gc spent increasing a riverboat's size, its fuel requirement doubles.

It requires a full action to maintain control of a riverboat.
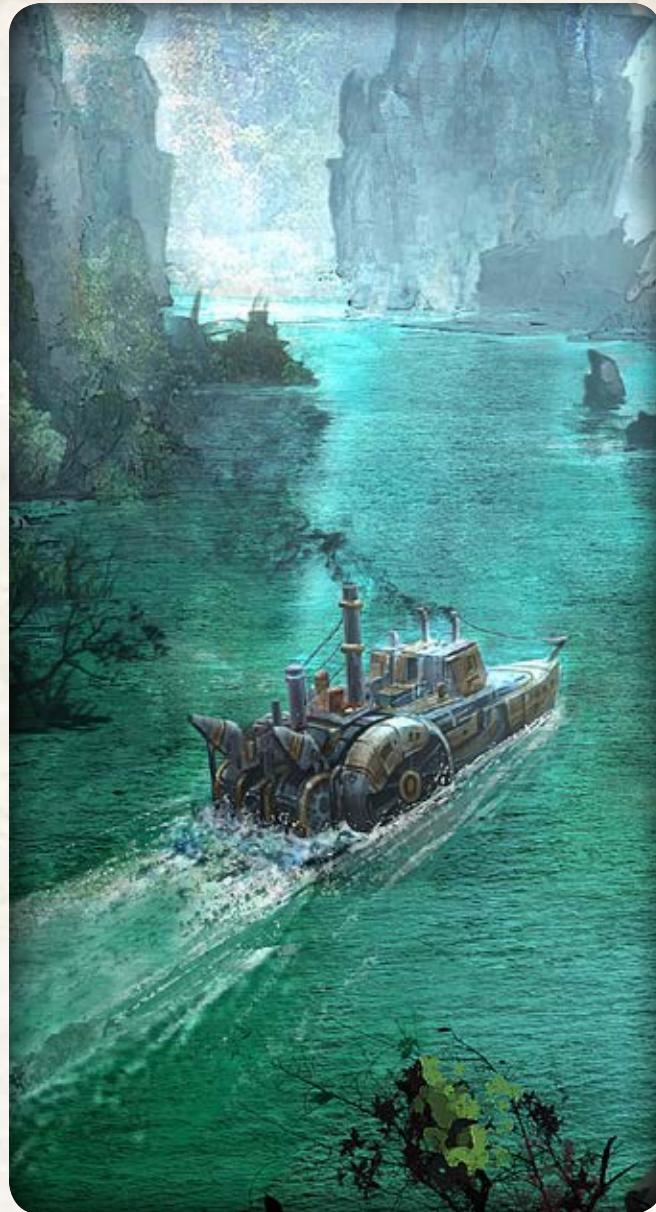
RIVERBOAT SYSTEM TABLE

D6 RESULT	SYSTEM DAMAGED
1–2	Hull – No specific system is damaged.
3	Pilot House – The steering mechanism is damaged. Apply a –1 penalty to all attempts to control the vehicle. If this location is damaged again, the steering mechanism is destroyed.
4–5	Paddle Wheels – A randomly determined paddlewheel is hit. Reduce the riverboat's DEF and SPD by 1.
6	Passengers/Cargo – Randomly determine which passenger is hit. (Passengers inside the body of the vehicle are not eligible targets.) If no passengers are eligible, a piece of cargo or a weapon stored on the deck is damaged.

SLOOP

Cost: 6,000 gc
Skill: Sailing
Skill Modifier: –1
SPD: 10
DEF: 7
ARM: 16
Damage Capacity: 60
Damage Threshold: 10

Passengers: 30 (8-man minimum crew)

Description: A sloop is a small sailing ship with a single mast. It is used as a patrol vessel by the navies of the Iron Kingdoms and is also favored by pirates.

Special Rules: The cost of a sloop does not include any weapons. A sloop can be armed with up to eight deck guns (four per side) or up to four royal weight cannons (two per side).

Maintaining control of a sloop requires a full action. A sloop's speed is largely determined by its rigging, the skill of its crew, and the available wind. The SPD listed above assumes a sloop with an average crew under normal conditions. Depending on circumstances, the Game Master can choose to increase or decrease this amount by 1–4 points.

SLOOP SYSTEM TABLE

D6 RESULT	SYSTEM DAMAGED
1–2	Hull – No specific system is damaged.
3–4	Sails and Rigging – The sails or rigging is damaged. Reduce the sloop's DEF and SPD by 1.
5	Wheel and Rudder – The steering mechanism is damaged. Apply a –1 penalty to all attempts to control the vehicle. If this location is damaged again, the steering mechanism is destroyed.
6	Passengers/Cargo – Randomly determine which passenger is hit. (Passengers inside the body of the vehicle are not eligible targets.) If no passengers are eligible, a piece of cargo or a weapon stored on the deck is damaged.

WAGON, SMALL

Cost: 50 gc
Skill: Driving
Skill Modifier: –1
SPD: As horses
DEF: 10
ARM: 14
Damage Capacity: 14
Damage Threshold: 4

Passengers: 2 (including the driver)

Description: Wagons are horse-drawn vehicles used primarily to transport goods. They generally have an open top, a seat near the front for the driver and one passenger, and a low-walled bed that makes up the rest of the vehicle.

Special Rules: A small wagon is usually pulled by a pair of draft horses (sold separately).

A small wagon can carry a light steamjack and a modest load of fuel or other cargo.

WAGON (SMALL) SYSTEM TABLE

D6 RESULT	SYSTEM DAMAGED
1–2	**Body – No specific system is damaged.**
3	**Horses – One of the horses pulling the wagon is hit. Apply the damage roll to that horse. If all the vehicle's horses are killed, the wagon becomes stationary at the end of its next turn.**
4	**Driver – The driver of the wagon is hit. Apply the damage roll to the driver.**
5	**Wheels – A randomly determined wagon wheel is hit. Reduce the wagon's DEF and SPD by 1.**
6	**Passengers/Cargo – If the wagon is loaded with cargo, a randomly determined piece of cargo is damaged. If passengers are in the cargo area, randomly determine which one of them has been hit and apply the damage roll to that passenger instead.**

WAGON, LARGE

Cost: 85 gc
Skill: Driving
Skill Modifier: –1
SPD: As horses
DEF: 10
ARM: 14
Damage Capacity: 18
Damage Threshold: 4

Passengers: 3 (including the driver)

Description: Wagons are horse-drawn vehicles used primarily to transport goods. They generally have an open top, a seat near the front for the driver and one passenger, and a low-walled bed that makes up the rest of the vehicle.

Special Rules: A large wagon must be pulled by at least two draft horses (sold separately), though heavy cargo loads can require a team of four or more.

A large wagon can carry a heavy steamjack and a heavy load of fuel or other cargo.

WAGON (LARGE) SYSTEM TABLE

D6 RESULT	SYSTEM DAMAGED
1–2	**Body – No specific system is damaged.**
3	**Horses – One of the horses pulling the wagon is hit. Apply the damage roll to that horse. If all the vehicle's horses are killed, the wagon becomes stationary at the end of its next turn.**
4	**Driver – The driver of the wagon is hit. Apply the damage roll to the driver.**
5	**Wheels – A randomly determined wagon wheel is hit. Reduce the wagon's DEF and SPD by 1.**
6	**Passengers/Cargo – If the wagon is loaded with cargo, a randomly determined piece of cargo is damaged. If passengers are in the cargo area, randomly determine which one of them has been hit and apply the damage roll to that passenger instead.**

VEHICLE UPGRADES

Vehicles can be upgraded in a number of ways. Each upgrade below identifies the type of vehicle it can be applied to, its cost, and its special rules.

ARMORED PANELS

Type: Any
Cost: $^1/_3$ base cost

Effect: Increase the ARM of the vehicle by 2.

ENCLOSED BODY

Type: Carriage or wagon
Cost: 150 gc (small), 255 gc (large)

Effect: The cargo area of the vehicle is fully enclosed with a door at the back. A result of "Passengers/Cargo" on the System Table is treated as "Body." Passengers inside an enclosed body cannot be targeted.

ENCLOSED CONTROLS

Type: Carriage, wagon, or riverboat

Cost: 200 gc

Effect: The controls of the vehicle are enclosed within its body, allowing the driver to control it while safely out of harm's way. The enclosed area is sufficiently sized to contain the driver and a single passenger. Characters inside the enclosed area cannot be targeted.

ENLARGED BODY

Type: Any

Cost: $^1/_2$ base cost

Effect: The vehicle's cargo capacity is doubled, as is the power required to move it. For a ship, the cost of the additional sails and rigging is included. For a vehicle pulled by horses, the additional animals must be purchased separately.

PATROL WAGON

Type: Large wagon

Cost: 45 gc

Effect: The cargo area of the wagon contains a large cage used to transport criminals. A wall behind the driver's seat protects the driver and anyone else seated there from attack. The authorities of large cities frequently use patrol wagons for prisoner transport. A patrol wagon can carry up to twelve prisoners at a time.

WEAPON MOUNT

Type: Wagon

Cost: 25 gc + the cost of the weapon

Effect: A large weapon can be attached to the vehicle and fired from a semi-stable position. Available weapons include chain guns, sluggers, and deck guns. (See pages 94, 96, and 309, respectively, of *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Kings, Nations, and Gods*.) A small wagon can have one weapon mount, a large wagon can have up to two, and a wagon with an enlarged body can have up to three.

APPENDIX B: CHASES

No adventure is complete without an exciting chase or two, whether it is a short encounter resolved in a few turns or is the focus of an entire session.

The chase rules presented here allow a Game Master to present chases in an abstract way that focuses on the two most important factors in a chase scene: the distance between the parties involved, and any complications that arise during the chase. A Game Master can use these rules to represent extended, dramatic chases in his games. Not every pursuit is significant enough to require full use of these chase rules. They should be reserved for dramatically significant chases that involve significant stakes and consequences if the quarry escapes.

THE CHASE TRACK

At the core of these rules is the chase track. It has ten spaces, but the Game Master can expand it for longer chases as needed. The chase track is used to represent the distance or time between two parties in a chase. It does not correspond specifically to a real distance on the tabletop.

A chase track has been provided for use with this adventure. It can be found on the final page of this document.

WEAPON RANGES AND THE CHASE TRACK

Because the spaces of the chase track can represent any distance or even time, it is up to the Game Master to determine when participants in the chase can attack each other, if ever. For a foot chase, each space likely represents a few feet between the parties, which makes ranged attacks of all kinds a possibility. For a chase involving horses racing across the wilderness, each space should represent a much greater distance. For these larger distances, the Game Master may determine that ranged attacks can be made only when the parties are one or two spaces apart.

THE QUARRY AND THE PURSUER

There are two sides to a chase: the quarry and the pursuer. The quarry is the character or group of characters being chased. The pursuer is the character or group of characters attempting to catch the quarry.

THE LEAD

The number of spaces on the chase track between the quarry and the pursuer is called the lead. When a chase begins, the amount of the lead is determined by the Game Master. For a brief foot chase on the crowded streets of a major city, the lead may be as short as one space. If the quarry has a significant head start and the chase is taking place on a major road between cities, the lead may be five or six spaces.

The quarry is positioned on the track first, and then the pursuer is placed behind the quarry a number of spaces equal to the lead. Leave adequate room in front of the quarry and behind the pursuers to adjust their positions during the chase.

CHARACTER OPTIONS DURING A CHASE

The chase roll is an abstraction of the characters' attempts to move as fast as possible during the chase. The Game Master determines which stats and skills to use in the roll and whether certain actions change the circumstances of the chase.

For example, if all the participants in the chase are mounted on horses but one of the characters has a riding skill of 0, it may seem better for that character to dismount and continue the chase on foot. In most circumstances, however, keeping up with a galloping horse would be impossible for a character on foot. In this case, the Game Master would decide that a character on foot automatically fails his chase roll.

Treat the entire chase as one encounter, with the participants rolling initiative at the beginning of the chase. Characters do not move normally during a chase. A character can either forfeit his movement or make a chase move. All other actions or attacks made by the participants follow the normal rules for resolving an encounter.

A character who makes a chase move makes a skill roll called the chase roll at the beginning of his turn. This roll is made to adjust the lead. Characters do not have to use any actions to make this roll, but a character can sacrifice his other actions during his activation to gain a +2 bonus to the roll. A character who forfeits his movement is considered to have failed his chase roll. In the case of a foot chase, every participant makes a roll. If horses or vehicles are involved in the chase, only the character in control of each mount or vehicle makes a roll.

When the quarry makes a roll, he is attempting to increase the lead and put more distance between himself and the pursuers. He rolls against a target number based on the stats of the fastest pursuer. When a pursuer makes a roll, he is attempting to decrease the lead and get closer to the quarry. He rolls against a target number based on the stats of the quarry he is attempting to catch. The stats used for the chase roll are determined by the Game Master and should match the circumstances of the chase. If a character is swimming after a rowboat, the target number for his roll will be the SPD of the boat + the STR of the rower + the rower's Sailing skill level. The swimmer will make a roll based on his STR + Swimming level. The following chart offers some examples of target numbers.

CHARACTER	TARGET NUMBER
On foot	Character's SPD + 7
Riding a horse	Horse's SPD + character's AGL + Riding
Driving a wagon	Horse's SPD + character's AGL + Driving
Swimming	Character's SPD + STR + Swimming
Sailing	Ship's SPD + pilot's INT + Sailing

EXAMPLE: *A highwayman attempting to escape the scene of a crime is being pursued by multiple bounty hunters. The highwayman is on a riding horse, and the bounty hunters are in a wagon pulled by two draft horses. The highwayman's horse has a SPD of 9, and the highwayman has an AGL of 4 and a Riding skill of 2. The bounty hunters' wagon has a SPD of 7, and the driver has an AGL of 4 and a Driving skill of 1. The target number of the highwayman's roll to increase the lead is 12. He makes a roll based on his AGL + Riding skill level. The target number of the bounty hunters' roll to decrease the lead is 15.*

If a character's roll fails to equal or exceed his target number, his position on the chase track does not change. If the quarry's roll equals or exceeds his target number, the lead is increased by one space. If the pursuer's roll equals or exceeds his target number, the lead is decreased by one space. The Game Master may also decide that an exceptionally high roll, such as a roll that exceeds the target number by five, adjusts the lead by more than one space; a severe failure, such as double ones, may also adjust the lead by one space.

How the lead is adjusted depends on whose chase roll is being resolved and the available spaces on the chase track. If the quarry succeeds at his chase roll, the lead can be increased by moving him forward on the track or by moving all the pursuers back on the track. When a pursuer succeeds at a chase roll, he moves one space forward on the track, but other pursuers do not move.

ABILITIES AND LEAD

Certain character abilities, such as Fleet Foot, Light Cavalry, Pursuit, and Swift Rider, grant a character additional mobility that a player may want to incorporate in a chase scene. At the Game Master's discretion, a character possessing such abilities may gain a +2 bonus to skill rolls to modify the lead.

ENDING A CHASE

A chase can end under two conditions. If the lead increases to a certain amount, the quarry has escaped. If the lead is reduced to zero, the pursuer has caught the quarry.

ESCAPE

The Game Master determines the conditions for escape at the beginning of the chase. Typically this requires the quarry to increase his lead by a predetermined amount. If the chase occurs at midnight on the winding streets of a major city, the lead may need to increase to only four before the quarry manages to shake the pursuer. If the chase takes place over a flat stretch of the Bloodstone Desert, however, the pursuer's ability to see the quarry will mean the lead may have to grow to eight or more before the pursuers' chance of success evaporates.

LARGER CHASES

Some stories require a larger chase and complicate its resolution.

For example, a chase may involve three parties. If each participant is chasing the next, the chase involves two quarries and two pursuers. The party in the middle is not only the pursuer of the main quarry but also the quarry of the pursuer at the rear. The lead between the first two parties will shift during the chase, as will the lead between the last two parties, but it will not be affected by the rolls in the other chase.

If multiple pursuers are trying to catch the same quarry, such as bandits and lawmen attempting to reach a train before the other, the Game Master can use multiple chase tracks to track the separate leads.

CATCHING THE QUARRY

When the pursuer catches the quarry, the Game Master should choose an encounter appropriate to the type of chase. For example, in a chase between a merchant vessel and a pirate ship, this is likely to be a combat encounter that plays through the boarding action. In a chase between a pickpocket and members of the city watch, the encounter could be as simple as a guard apprehending the pickpocket without a fight.

COMPLICATIONS

Complications are things that can be brought into a chase to raise the stakes for either party. The list of examples below is not exhaustive, and Game Masters can use it to create complications of their own.

OBSTACLES

An obstacle is any complication that must be dealt with during a chase but has little chance of injuring either party. Examples of obstacles are pedestrians on a street, logs lying across a country road, slower vehicles on a path, and patches of ice.

Some obstacles might apply only to the quarry or to the pursuer but not to both. A quarry can create or modify existing obstacles with the Game Master's permission. For example, in

a foot chase through busy streets, the quarry would be slowed by the crowds and suffer a –1 penalty to his roll, but he will likely be creating a clearer path for his pursuers, who would therefore not suffer the same penalty. The Game Master can allow the quarry to make an unarmed combat roll during his turn to attempt to knock down multiple people in an attempt to trip up his pursuer, causing the pursuer to suffer a penalty of –1 or more.

Obstacles must be resolved before a character rolls to modify the lead. Dealing with an obstacle requires the use of a quick action and an appropriate roll. The result of failing a roll to avoid an obstacle is automatically falling a space behind on the chase track, but the Game Master can apply other penalties if he chooses, such as a penalty to the character's chase roll. The following chart offers examples of obstacles for a character riding a horse.

TARGET NUMBER	OBSTACLE	MODIFIER TO CHASE ROLL
12	Log in the path	–2
14	Severely uneven ground	–2
17	Icy patches	–4
20	A large chasm	Automatic failure

HAZARDS

A hazard is a complication that has the potential of injuring either party in a chase. Examples of hazards include falling rocks along a mountain trail, patches of burning forest, and gunfire from third parties.

Hazards can also be created or modified by either party in the chase. A quarry with the right grenades could throw them into a forest to create burning areas a pursuer would have to avoid, or a pursuer could fire a weapon at the slopes ahead of a quarry in an attempt to start an avalanche.

The Game Master can impose a die roll penalty on the participants of the chase, but such a penalty is not always necessary. In addition to the normal chase roll, the parties will need to make a roll to avoid the hazard. This roll should use the appropriate skill, and the results of failing a roll when a hazard is present should be appropriate to the type of hazard. The following chart offers examples of hazards for a character driving a wagon.

TARGET NUMBER	DANGER	RESULT
12	Large rocks falling onto road	D3 damage to body, –1 to chase roll
14	Shallow hole	D3 damage to wheels
17	Burning wreckage	POW 12
20	Extremely steep incline	Wagon overturns, chase ends

OBSTACLE OR HAZARD?

Certain complications might be an obstacle to some participants of a chase and a hazard to others. A log lying across a road can be jumped by a horse but not by a wagon. The Game Master should always consider the participants in a chase when determining the nature of a complication.

OUTS

An out is a complication that can be used by the quarry to end the chase in some way. Outs are completely at the discretion of the Game Master. An urban chase may offer multiple doors a quarry can use to attempt to hide from a pursuer, for example, but in a chase across the Bloodstone Desert, visibility may extend for miles, and a quarry may have no way to escape except with speed.

The Game Master should always consider the amount of lead when determining whether an out is appropriate. If the pursuer is a mere step behind the quarry, ducking into a nearby building will not accomplish the same thing it would if the pursuer were around the corner a block away.

When a character successfully takes an out, the chase is over. This can lead to an investigative encounter as the pursuer searches for clues about where the quarry has gone, or it can lead to a social encounter as the pursuer questions eyewitnesses for any information about the quarry's whereabouts. Resolution of a chase after a successful out is up to the Game Master and should reflect the environment and circumstances of the chase.

APPENDIX C: THE BLOODY SWEAT

The Bloody Sweat is a deadly contagion that plays a significant role in *Bitter Medicine.* It is both an airborne infection and a blood-borne infection. The Game Master determines when a character has a chance to be infected by the Bloody Sweat. A character exposed to the illness must make a PHY roll against a target number of 14, which increases by +1 for every infected character killed in the vicinity. A character who fails the roll is infected by the Bloody Sweat and suffers its initial symptoms.

Over the next d3 days, an infected character suffers from bouts of nausea and sweating. Although not immediately harmful, these waves come suddenly and without warning. A character suffering from the initial symptoms must roll a d6 at the start of any combat encounter before rolling initiative. On a roll of 1, the character rolls one fewer die on initiative rolls.

After the initial symptoms pass, a character progresses to the advanced stage of the disease, which lasts for a number of weeks equal to half the character's PHY. During the advanced stage, the character cannot regain vitality by any means. Once a day, the character must make a PHY roll against a target number of 15. If the roll fails, the character suffers 1 damage point from blood loss caused by a bloody nose, skin lesions, or internal hemorrhaging. A character incapacitated by this damage dies. If the character survives the advanced stage but fails to fight off the disease, it enters its final stage.

During the final stage of the disease, the character must make PHY rolls to avoid damage as above, but once per hour rather than once per day. If he engages in any strenuous physical activity, at the end of each of his turns the *maximum* number of feat points he can have is reduced by 1, to a minimum of 0. If a character has no feat points, he automatically suffers 1 damage point at the end of each of his turns as he begins to hemorrhage blood at an advanced rate. A character incapacitated by this damage dies. A character who fights off the disease regains lost feat points at a rate of 1 per day.

USING THE BLOODY SWEAT

In *Bitter Medicine*, the Bloody Sweat primarily serves as a means of spurring the characters into action and providing them with a deadly ticking clock, making their rescue of Dr. Gateu that much more important. It affects characters during the adventure as required by the needs of the story. The rules given here provide suggestions for a Game Master who wants to use the Bloody Sweat in further adventures set in the Iron Kingdoms.
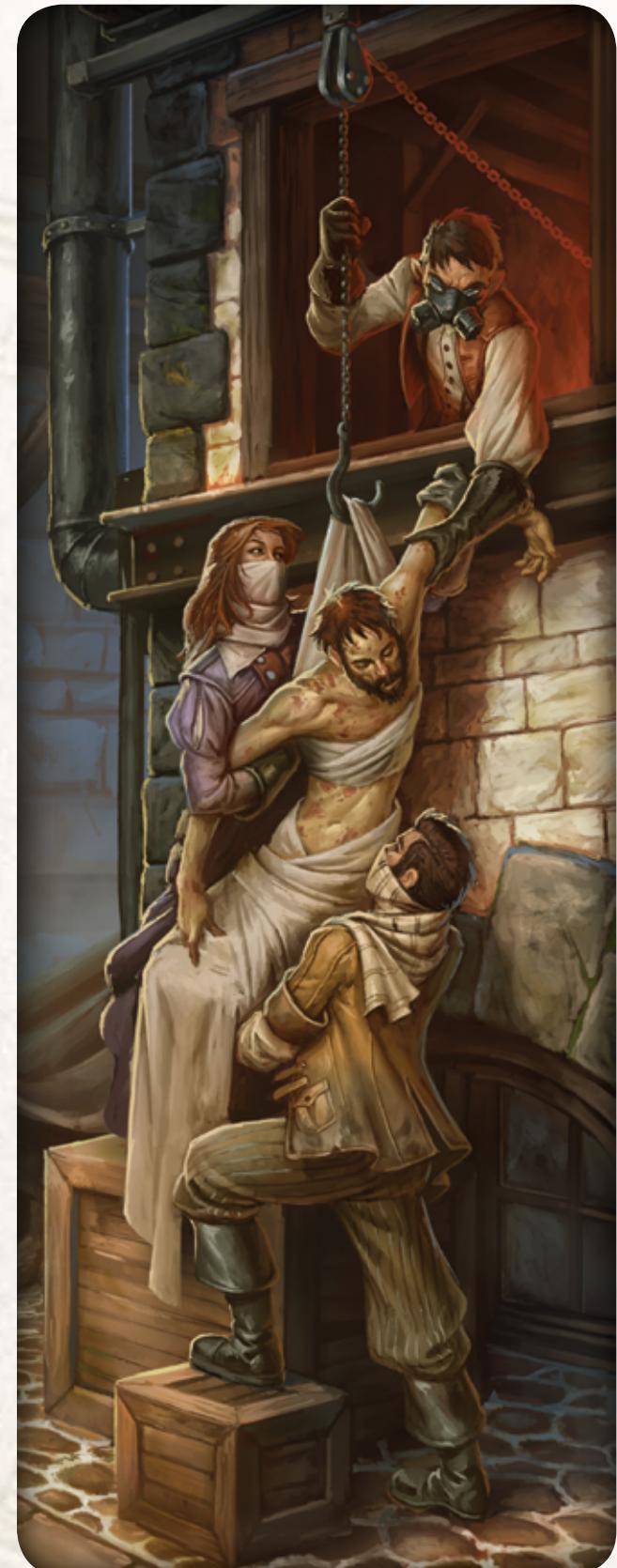
BAYTON ROOKWOOD
(SKILLED HUMAN MILITARY OFFICER/HIGHWAYMAN)

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

DOMINANCE

RAT	RNG	AOE	POW
6	8	—	12

Abilities: This is a magical weapon.

While this weapon has power, the user gains +1 on attack rolls and ignores spell effects that add to the target's DEF or ARM.

QUAD-IRON

RAT	RNG	AOE	POW
6	10	—	10

Abilities: After a hit with this weapon, once the attack has been resolved the attacker can immediately make one additional attack with this weapon targeting the last character hit or another character within 2˝ of that character. This attack is in addition to the attacker's other actions.

Reloading each barrel takes one quick action.

INITIATIVE	INIT	16
DEFENSE	DEF	15
	(-1 from armor)	
ARMOR	ARM	13
	(+7 from armor)	
WILLPOWER	WILL	10

COMMAND RANGE: 6

BASE SIZE: SMALL

EQUIPMENT:

Tailored plate, Dominance (mechanikal Radcliffe Firestorm), quad-iron, ammunition for 16 shots (each pistol), 250 gc

ABILITIES:

Ambush – During the first round of an encounter, this character gains boosted attack and damage rolls against enemies that have not yet activated that encounter.

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

Feat Points – This character starts each encounter with 3 feat points. He is allocated 1 feat point at the start of each of his turns. He can have up to 3 feat points at a time.

Gang – When making a melee attack that targets an enemy in melee range of another friendly character, this character gains +1 to melee attack and melee damage rolls. When making a melee attack that targets an enemy in melee range of another friendly character who also has this ability, these bonuses increase to +2.

Gunfighter – The character does not suffer a −4 penalty on ranged attack rolls with pistols or carbines while engaged.

Natural Leader – A character with Natural Leader increases his command range by 2˝.

Sacrificial Pawn – When this character is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal character within 3˝ of this character directly hit instead. That character is automatically hit and suffers all damage and effects.

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

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

SKILLS:

NAME	STAT	RANK	STAT + RANK
Animal Handling	SOC	1	*
Command	SOC	2	*
Deception	SOC	1	*
Detection	PER	1	6
Intimidation	SOC	2	*
Pistol	POI	2	7
Riding	AGL	2	6
Sneak	AGL	1	5
Survival	PER	2	7
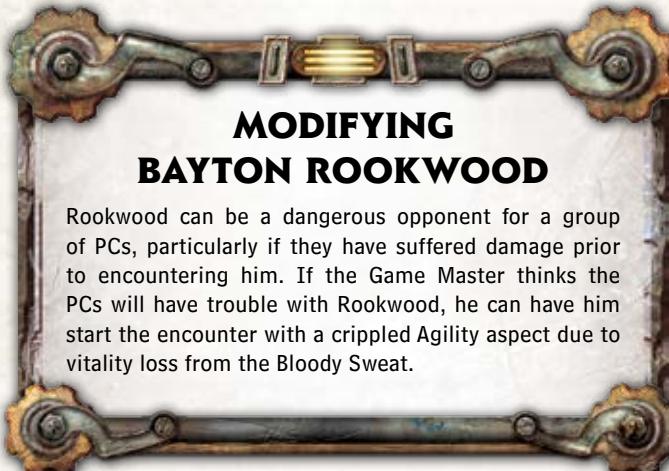
MODIFYING BAYTON ROOKWOOD

Rookwood can be a dangerous opponent for a group of PCs, particularly if they have suffered damage prior to encountering him. If the Game Master thinks the PCs will have trouble with Rookwood, he can have him start the encounter with a crippled Agility aspect due to vitality loss from the Bloody Sweat.

DARVON SHANKE, UNDERBOSS AND WYRMWALL VETERAN

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

REPEATING PISTOL (x2)

RAT	RNG	AOE	POW
7	8	—	10

SWORD

MAT	POW	P+S
5	3	7

INITIATIVE	INIT	14
DEFENSE	DEF	12
	(-2 from armor)	
ARMOR	ARM	14
	(+7 from armor)	
WILLPOWER	WILL	10
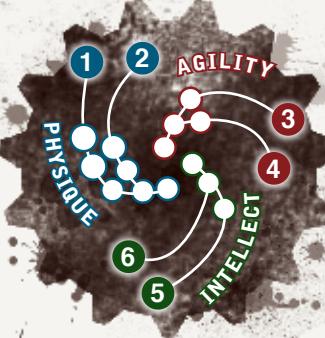
COMMAND RANGE: 3

BASE SIZE: SMALL

EQUIPMENT:

Infantry armor, gas mask, sword, repeating pistol (x2), ammunition for 15 shots, 50 gc

ABILITIES:

Find Cover – At the start of combat before initiative is rolled, this character can immediately advance up to 12 feet (2˝) and perform a quick action to take cover or go prone.

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

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

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

Saddle Shot – This character does not suffer the firing from horseback penalty when making ranged attacks while mounted.

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

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

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

SKILLS:

NAME	STAT	RANK	STAT + RANK
Riding	AGL	2	6
Detection	PER	2	5
Driving	AGL	1	5
Hand Weapon	PRW	1	5
Pistol	POI	2	7
Sneak	AGL	1	5
Survival	PER	1	4

DESCRIPTION

Darvon Shanke is a Wyrmwall Veteran, one of several former soldiers under Rookwood's command who followed him into a life of banditry after the Lion's Coup. Like all former members of Rookwood's unit, Shanke has authority to act as Rookwood's surrogate when the gang leader cannot participate in a raid. Rookwood trusts Shanke implicitly to carry out his wishes.

Shanke fights on the front lines among the Wyrmwall bandits, eschewing the light armor most riders wear for a heavier suit that incorporates elements from his old Cygnaran military uniform.

BRUN WHIDDLE, FIELD MECHANIK

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

'JACK WRENCH

MAT	POW	P+S
3	3	7

Abilities: On a critical hit with a 'jack wrench, a living target hit has a chance to be knocked out. If the target suffers damage from the attack, he must make a Willpower roll against a target number equal to the attacking character's STR + 9. If the roll succeeds, he remains conscious. If it fails, he is knocked out

INITIATIVE	INIT	15
DEFENSE	DEF	12
	(-2 from armor)	
ARMOR	ARM	13
	(+7 from armor)	
WILLPOWER	WILL	10

COMMAND RANGE: 4

BASE SIZE: SMALL

EQUIPMENT:

Infantry armor, 'jack wrench, mechanik's tool kit, 10 gc

ABILITIES:

'Jack Marshal – The character is skilled at instructing steamjacks to act. Besides the 'jack's cortex lock codes, the 'jack marshal must know the cortex's native language in order to instruct it.

For a complete description of how this ability is used, see "'Jack Marshals" on p. 322 of the *Core Rules*.

Bodge – The character can make temporary repairs to a steamjack amid combat. See the "Steamjacks" chapter (*Core Rules*, p. 299) for more details.

Hit the Deck! – The character is so accustomed to catastrophic explosions in his presence that he has developed the uncanny ability to hit the ground the second before he would be affected by a blast. While prone, the character does not suffer damage from AOEs unless directly hit by the AOE. If the character is caught in an AOE that would cause blast damage but was not directly hit by the AOE, he goes prone but suffers no damage.

Drive: Pronto – This character can make a quick action to use Drive: Pronto on a steamjack he controls. The steamjack immediately makes a full advance.

SKILLS:

NAME	STAT	RANK	STAT + RANK
Command	SOC	1	*
Craft (Metalworking)	INT	2	6
Hand Weapon	PRW	1	6
Mechanikal Engineering	INT	2	6

DESCRIPTION

Brun Whiddle is a former member of the Fharin North Mining Consortium (FNMC) who joined forces with the Wyrmwall Riders when they took over Mine #3. For many years he had been living in the otherwise abandoned camp, his only companion a battered mining steamjack named Jig. Rookwood promised Whiddle a position of authority in the gang and a share of its raids if he would work as the armorer and engineer of the group, a job Whiddle accepted enthusiastically. Although technically proficient at his job, Whiddle is lazy and a bit of a drunkard, and he sometimes lets his work (like replacing a damaged mini-slugger's barrel, for example) lapse until the last possible minute.
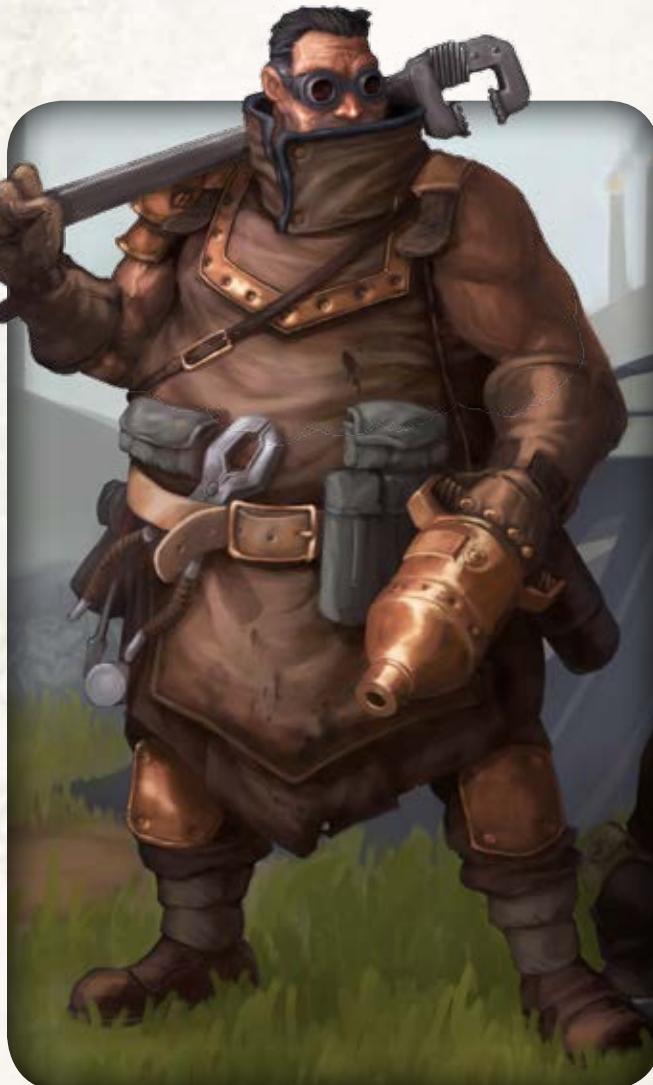
WILLEM "THREE-FINGERS" ABERSHAWE, ALCHEMIST

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

SMOKE GRENADE

RAT	RNG	AOE	POW
6	8	3	—

Abilities: Once it is in hand, using a grenade requires both a quick action and an attack. The quick action is spent pulling the pin, and the attack is to actually throw the grenade.

Smoke grenades cause no damage. The weapon's AOE is a cloud effect that remains in play for one round.

PICKAXE

MAT	POW	P+S
6	4	8

INITIATIVE	INIT	15
DEFENSE	DEF	12
	(-2 from armor)	
ARMOR	ARM	12
	(+7 from armor)	
WILLPOWER	WILL	10

VITALITY: 7

COMMAND RANGE: 5

BASE SIZE: SMALL

EQUIPMENT:

Field alchemy kit, infantry armor, gas mask, grenadier's bandolier, pick axe

ABILITIES:

Free Style – The character can improvise the ingredients in his alchemical compounds. This allows the character to attempt to make do without a specific ingredient. This requires an Alchemy skill roll with a target number equal to 10 plus the gc value of the ingredient.

This ability also allows the character to get by with less expensive versions of common alchemical ingredients, reducing the cost of his alchemical compounds by 1 gc each (to a minimum of 1 gc). Alchemical compounds brewed using this skill vary slightly in appearance or physical quality from items created by following time-tested recipes.

Gas Mask – The character is immune to gas effects.

Grenadier's Bandolier – A character with a grenadier's bandolier can draw grenades without spending a quick action.

Grenadier – The character gains an additional quick action each turn that can be used only to pull the pin on a grenade.

Poison Resistance – The character gains boosted rolls to resist poisons and toxins.

SKILLS:

NAME	STAT	RANK	STAT + RANK
Alchemy	INT	1	6
Medicine	INT	1	6
Research	INT	1	6
Hand Weapon	PRW	1	6
Thrown Weapon	PRW	1	6

DESCRIPTION

Willem Abershawe is an alchemist pressed into service by Rookwood to provide the gang with explosives and other alchemical items. The gang abducted Abershawe upon discovering his abilities as an alchemist and keeps a close eye on him. He has attempted to run from Rookwood in the past, but every attempt ended in failure. Since the gang contracted the Bloody Sweat, Abershawe has been forced to work as a stand-in doctor, surrounded by the sick and dying.

WYRMWALL BRUISERS

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

EXPLOSIVE GRENADE

RAT	RNG	AOE	POW
6	8	3	12

Abilities: Once it is in hand, using a grenade requires both a quick action and an attack. The quick action is spent pulling the pin, and the attack is to actually throw the grenade.

PICKAXE

MAT	POW	P+S
7	4	10

Abilities: On a hit with this weapon against a knocked down target, a character can spend 1 feat point to gain an additional die on the damage roll.

INITIATIVE	INIT	15
DEFENSE	DEF	12
	(-2 from armor)	
ARMOR	ARM	13
	(+7 from armor)	
WILLPOWER	WILL	9

VITALITY: 11

COMMAND RANGE: 3

BASE SIZE: SMALL
(LARGE WHILE MOUNTED)

ENCOUNTER POINTS: 6

EQUIPMENT:

Infantry armor, explosive grenade (x3), gas mask, pickaxe, d6+3 gc

ABILITIES:

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

Grenadier – The character gains an additional quick action each turn that can be used only to pull the pin on a grenade.

Hit 'Em Low – When a friendly character hits a living or undead enemy character while the enemy is in base-to-base contact with this character, the enemy character is knocked down.

SKILLS:

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

DESCRIPTION

Wyrmwall Bruisers are the shocktroopers of Rookwood's gang. They wear heavier armor and carry grenades and melee weapons to flush defenders into the open, where their companions can dispatch them at range. Only the strongest, toughest members of the gang have the distinction of being selected for this important role, and those few show extreme respect and diligence toward their duty.

WYRMWALL RIDER

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

REPEATING PISTOL

RAT	RNG	AOE	POW
6	8	—	10

CARBINE

RAT	RNG	AOE	POW
6	10	—	10

INITIATIVE	INIT	14
DEFENSE	DEF	13
	(-1 from armor)	
ARMOR	ARM	11
	(+5 from armor)	
WILLPOWER	WILL	9

VITALITY: 8

COMMAND RANGE: 3

BASE SIZE: SMALL
(LARGE WHILE MOUNTED)

ENCOUNTER POINTS: 3

EQUIPMENT:

Armored great coat, gas mask, repeating pistol or carbine, ammunition for 10 shots, d6+3 gc

ABILITIES:

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

Gunfighter – The character does not suffer a –4 penalty on ranged attack rolls with pistols or carbines while engaged.

Saddle Shot – This character does not suffer the firing from horseback penalty when making ranged attacks while mounted.

SKILLS:

NAME	STAT	RANK	STAT + RANK
Riding	AGL	2	6
Detection	PER	1	5
Pistol	POI	2	6
Survival	PER	1	5

DESCRIPTION

The Wyrmwall Riders are a gang of skilled mountain bandits operating in the Southern Midlunds near the Market Line. Each Rider is a proficient horseman and gunfighter. The gang has supplemented its arms and armor with daring raids on Cygnaran military shipments, and its members carry far finer equipment than one would expect of a group of highwaymen. Many were drawn from towns and villages along the mountains.

Trained in guerilla tactics by former Cygnaran soldiers and familiar with the back roads and game trails of their mountain home, the Wyrmwall Riders became an extremely successful gang in a short period of time.

WYRMWALL VETERAN

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

REPEATING PISTOL x2

RAT	RNG	AOE	POW
7	8	—	10

PICKAXE

MAT	POW	P+S
6	4	10

Abilities: On a hit with this weapon against a knocked down target, a character can spend 1 feat point to gain an additional die on the damage roll.

INITIATIVE	INIT	16
DEFENSE	DEF	14
	(-1 from armor)	
ARMOR	ARM	11
	(+5 from armor)	
WILLPOWER	WILL	10

VITALITY: 8

COMMAND RANGE: 4

BASE SIZE: SMALL
(LARGE WHILE MOUNTED)

ENCOUNTER POINTS: 8

EQUIPMENT:

Black armored great coat, gas mask, pair of repeating pistols or carbine, pickaxe, ammunition for 15 shots, 20 gc

ABILITIES:

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

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

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. He can have up to 1 feat point at a time.

Gunfighter – The character does not suffer a –4 penalty on ranged attack rolls with pistols or carbines while engaged.

Marksman – The character can use quick actions and aim in the same round but still has to forfeit his movement to gain the aiming bonus.

Suppressing Fire – A Wyrmwall Rider equipped with a repeating pistol or carbine may use Suppressing Fire instead of making a normal ranged attack. Suppressing Fire expends five rounds of ammunition. Place a 3″ AOE completely within the RNG of the weapon used. The center point of the AOE must be within the character's range and line of sight. Living characters in the AOE must make a Willpower roll against a target number of 15. If the roll succeeds, nothing happens. If the roll fails, the character immediately goes prone.

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

SKILLS:

NAME	STAT	RANK	STAT + RANK
Riding	AGL	2	6
Detection	PER	1	5
Pistol	POI	2	7
Survival	PER	1	5
Hand Weapon	PRW	1	6
Thrown Weapon	PRW	1	6

DESCRIPTION

The Wyrmwall Veterans are leaders of small raiding squadrons of Wyrmwall Riders. They keep their riders moving toward the gang's overall goal. Most of them fought alongside Rookwood in the Cygnaran military and followed him when he abandoned his post. They are quick thinkers who easily adapt to the changing landscape of a raid. They constantly maintain focus on the objectives of a raid but also watch for targets of opportunity.

JIG

DOCKER HEAVY LABORJACK CHASSIS

Cost: 4,750 gc (with a stock Ferrum-grade cortex), 3,750 gc (chassis only)
Height/Weight: 11′8″ / 7 tons
Fuel Burn/Load Usage: 550 lbs / 4.5 hrs general, 40 mins combat
Initial Service Date: 587 AR
Original Chassis Design: Rohannor Steamworks
Stock Cortex: Ferrum-grade

PHY	12
STR	12
SPD	3
AGL	3
PRW	2
POI	2
INT	1
PER	1
Initiative	6
MAT	2
RAT	2
DEF	7
ARM	17

DAMAGE GRID

Special Rules: Initiative is rolled only in the case of an uncontrolled steamjack. Otherwise, the 'jack activates on its controller's initiative.

Initiative, MAT, RAT, DEF, and ARM assume a stock cortex.

PROSPECTOR LABORJACK

The Prospector is generally equipped with a drill rig and rock pick. Prospectors are most commonly found in larger mining operations working in tunnels that have been excavated by hand or by the smaller Miner laborjack.

DRILL RIG

Cost: 150 gc (light steamjack), 225 gc (heavy steamjack)
Type: Melee
Location: Arm
Attack Modifier: –1
POW: 3 (light steamjack), 5 (heavy steamjack)

Description: The heavy industrial drill replaces one of the steamjack's existing arms.

Special Rules: On a critical hit with the drill on a steamjack or warbeast, fill in the unmarked damage boxes or circles on the last column or branch damaged.

Mounting a drill rig on a steamjack chassis requires the mechanik to first remove the steamjack's old arm and replace it with the drill. (See "Removing or Replacing Arms," *Core Rules*, pp. 319–320.)

Paying to have an arm system removed and a drill mounted on a steamjack costs an additional 60 gc unless the character does the job himself.

ROCK PICK

Cost: 200 gc
Type: Melee
Location: Arm
Attack Modifier: –1
POW: 5

Description: The rock pick is a heavy mining tool designed for use by mining steamjacks.

Special Rules: This weapon gains an additional die of damage on damage rolls against structures and inanimate objects made of brick, wood, or stone.

THE ROLLER

THE ROLLER

Cost: —
Skill: Driving
Skill Modifier: –1
SPD: 8
DEF: 10
ARM: 16
Damage Capacity: 18
Damage Threshold: 4
Passengers: 6 (including the driver)

Description: The Roller is Rookwood's personal vehicle, an armored wagon with an enclosed body based loosely on the design of the Khadoran Gun Carriages he encountered while a member of the CRS. The Roller was built to allow the Wyrmwall Riders to strike against well-defended military patrols and encampments without suffering unduly from counterattacks. The vehicle was built by the mechanik Brun Whiddle according to Rookwood's specifications from surplus mining equipment and materials scavenged from nearly a dozen separate raids.

Special Rules: The Roller is pulled by a team of four draft horses (*Core Rules,* p. 277) wearing medium barding.

Enclosed Body – The Roller is entirely enclosed. Passengers inside the body cannot be targeted.

Weapon Mount – A chain gun mounted on a swivel is fixed to the top of the Roller's hull. The gunner of the chain gun must stand partially exposed to fire the weapon but gains concealment from the Roller's body while doing so.

Gun Ports – A number of sliding metal panels on the Roller's hull allow passengers to fire their weapons from within the vehicle. A character who attacks from a gun port cannot claim the benefit of Enclosed Body for one round.

ROLLER SYSTEM TABLE

D6 RESULT	SYSTEM DAMAGED	RESULTS
1–2	Body	No specific system is damaged.
3	Horses	One of the horses pulling the wagon is hit. Apply the damage roll to that horse.
4	Driver	The driver of the wagon is hit. Apply the damage roll to the driver.
5	Wheels	One of the wagon's wheels is hit. Reduce the DEF and SPD of the carriage by 1.
6	Enclosed Body	The attack hits the body of the wagon. No specific system is damaged.

CHAIN GUN

Cost: 180 gc
Ammo: 30 (metal-cased light round)
Effective Range: 60 feet (10˝)
Extreme Range: 300 feet (50˝)
Skill: Light Artillery
Attack Modifier: 0
POW: 10
AOE: —

Description: The chain gun is a multi-barreled, man-portable, belt-fed support weapon used extensively by trenchers.

Special Rules: This weapon requires two hands.

Once during each of his turns, a gunner firing this weapon can use Burst Fire. When the character uses Burst Fire, he makes d3 attacks but expends six rounds of ammunition. His attacks that turn must target a primary target and any number of secondary targets within twelve feet (2˝) of the primary target. Ignore intervening characters when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target.

Though the chain gun is capable of laying down impressive covering fire, the speed of the belt movement can be increased by a gunner managing the feed while the gun is in operation. Managing the feed requires a full action. If another character spends a full action to manage the feed and the gunner makes a Burst Fire attack, the gunner can make three additional attacks during his turn.

Instead of attacking with the weapon, the gunner can instead use a full action to lay down covering fire. When the character uses covering fire, place a 3˝ AOE anywhere completely within this weapon's RNG. The center point of the AOE must be in the gunner's line of sight, ignoring intervening characters. A character entering or ending his turn in the AOE suffers an unboostable POW 10 damage roll. The AOE remains in play for one round or until the gunner is incapacitated or destroyed. Using covering fire expends ten rounds of ammunition.

Replacing this weapon's ammo belt requires a quick action. Reloading each round into a belt takes one quick action.

It costs 3 gc for blasting powder, bullets, and metal casings for five light rounds. An extra ammo belt costs 10 gc.

CAREER TEMPLATES

The following career templates are included for Game Masters who want to modify the composition of the Wyrmwall Riders by including a greater diversity of races or careers. A Game Master can also use these templates to increase the difficulty of the adventure by using Veteran or Epic NPCs in place of those provided above.

In general, these templates are designed for use with Battle or Single-Career NPCs. After building the NPCs according to the rules on p. 329 of the *Core Rules,* simply include any of the modifications in the career template to turn the NPC into a member of the Wyrmwall Riders.

CAREER TEMPLATE: WYRMWALL BRUISER

Description: Wyrmwall Bruisers rely more on the heavy picks and hammers scavenged from the FNMC mines than their brethren. They are the gang's shocktroopers, and their scavenged grenades and heavier armor help them flush out and tie up defenders while the rest of the gang steals supplies.

Stat Modifiers: +1 STR, +3 vitality points

Ability Modifiers: Wyrmwall Bruisers gain the Defender, Grenadier, and Hit 'Em Low abilities.

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

Grenadier – The character gains an additional quick action each turn that can be used only to pull the pin on a grenade.

Hit 'Em Low – When a friendly character hits a living or undead enemy character while the enemy is in base-to-base contact with this character, the enemy character is knocked down.

Skill Modifiers: Detection +1, Riding +2, Survival +1, Hand Weapon +2, Thrown Weapon +1

EP Modifier: +3

Notes: A Wyrmwall Bruiser is typically equipped with custom battle armor or infantry armor, a gas mask, a riding horse with tack, one or more explosive and smoke grenades, and either a pickaxe or a sword. Many have scavenged additional arms and equipment, worth up to 25 gc, from the victims of their many raids.

CAREER TEMPLATE: WYRMWALL RIDER

Description: These mountain bandits combine their natural talents for riding and combat with the tactics and training provided by Bayton Rookwood, making them a remarkably successful wilderness gang. The Wyrmwall Riders make up the bulk of the gang. Working in squads of five or more members led by a Wyrmwall Veteran, each squad member mimics the dress and combat style of his leader. Experienced squads are often given colorful nicknames by their compatriots related to their preferred approach to combat, like "Pierson's Pistols" or "Douglas' Long Arms."

Stat Modifiers: +1 DEF, +1 Initiative

Ability Modifiers: Wyrmwall Riders gain the Fast Reload, Gunfighter, and Saddle Shot abilities.

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

Gunfighter – The character does not suffer a –4 penalty on ranged attack rolls with pistols or carbines while engaged.

Saddle Shot – This character does not suffer the firing from horseback penalty when making ranged attacks while mounted.

Skill Modifiers: Detection +1, Driving +1, Riding +2, Survival +1, Pistol +2 or Rifle +2

EP Modifier: +1

Notes: A Wyrmwall Rider is typically equipped with an armored great coat, a gas mask, a riding horse with tack, and either a repeating pistol or a carbine. Some Wyrmwall Riders carry pickaxes or swords, and many have scavenged additional arms and equipment, worth up to 25 gc, from the victims of their many raids.

CAREER TEMPLATE: WYRMWALL VETERAN

Description: The veterans of Rookwood's gang are all skilled fighters and highwaymen, trained to ride into battle at the head of fire teams of Wyrmwall Riders. A Wyrmwall Veteran is easily distinguished by the affectations he wears—trophies collected during each of his bloody raids. Less experienced members of the gang often emulate the veterans as a sign of respect.

Stat Modifiers: +1 DEF, +1 Initiative

Ability Modifiers: Wyrmwall Veterans gain the Dual Shot, Fast Reload, Feat Points, Gunfighter, and Suppressing Fire abilities, as well as either the Marksman ability or the Two-Weapon Fighting ability.

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

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

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. He can have up to 1 feat point at a time.

Gunfighter – The character does not suffer a –4 penalty on ranged attack rolls with pistols or carbines while engaged.

Marksman – The character can use quick actions and aim in the same round but still has to forfeit his movement to gain the aiming bonus.

Suppressing Fire – A Wyrmwall Rider equipped with a repeating pistol or carbine may use Suppressing Fire instead of making a normal ranged attack. Suppressing Fire expends five rounds of ammunition. Place a 3″ AOE completely within the RNG of the weapon used. The center point of the AOE must be within the character's range and line of sight. Living characters in the AOE must make a Willpower roll against a target number of 15. If the roll succeeds, nothing happens. If the roll fails, the character immediately goes prone.

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

Skill Modifiers: Detection +1, Riding +2, Survival +1, Pistol +2 or Rifle +2, Hand Weapon +1, Thrown Weapon +1

EP Modifier: 2x base cost

Notes: A Wyrmwall Veteran is typically equipped with an armored great coat, a gas mask, a riding horse with light barding and tack, and either a pair of repeating pistols or a pistol and sword. Some veterans who expect to fight at long range carry carbines. Wyrmwall Veterans frequently carry d3 explosive or smoke grenades. Most Wyrmwall Veterans have approximately 75 gc worth of equipment purchased from the "Ammunition and Ranged Weapon Accessories" (p. 271) and "Equipment" (p. 274) sections of the *Core Rules*.

CHASE TRACK

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TAPE TRACK TOGETHER HERE.

USING THE CHASE TRACKER

Cut out and assemble this chase track for use in the finale of this adventure. When using a chase track in other encounters a Game Master can add more spaces to fit the needs of the encounter.

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