



# SOMETHING WICKED IN NOVOKORSKA

AN IRON KINGDOMS ADVENTURE



Years after the infernals, a growing darkness in a remote Khadoran town once again threatens to draw the otherworldly invaders to the Iron Kingdoms. "Something Wicked in Novokorska" is a short adventure for a party of 4–6 11th-level characters. It is set in the isolated town of Novokorska in the kingdom of Khador. A balance of character classes will be helpful. The characters may wish to be affiliated with Khador, but the adventure presents options for drawing in adventurers from across the Iron Kingdoms.

## STORY OVERVIEW

The covert operative Katya Volgem has worked her way into an underground cabal of Greylords by assuming a hidden identity. From within, she works to get closer to the villainous Andrei Vokov, a koldun lord of the Research Chancellery and an infernalist who survived the order's recent purge. She discovered growing corruption among the Greylords, including those who were thought to still be loyal.

### KATYA VOLGEM

"Everybody and nobody"

Katya Volgem is an Umbrean operative who worked for different factions during the occupation of Llael. Her loyalty to Umbrey puts her at risk of running afoul of the political interests both in and beyond Khador that have sought to prey on the volozk since the death of its Great Prince. Katya continues her patriotic work under the guise of hunting the

infernal menace within Khador's borders. She wears many disguises, and some say she can change her face.

Engaged by the local prikaz to investigate members of the Ebon Coil operating in Laedry, Katya disguised herself as an adjunct with forged documentation. After gathering the evidence needed and reporting to her superior, she was ordered to kill a koldun lord. Her infiltration was successful. As she stabbed him with a poisoned blade and he lay dying, the koldun asked who she was. She said, "I am nobody."

### KOLDUN LORD ANDREI VOKOV

Koldun Lord Andrei Vokov is relentless in his pursuit of power. Working his way into the upper tiers of the Research Chancellery, Vokov orchestrated a silent coup of the Chancellery, reassigning or eliminating other Greylords who were not receptive to his manipulation.

He is an infernalist who pledged himself to the Nonokrion Order. When the infernals invaded Caen, he expected to be summoned into service of the Claiming. To his surprise, however, he and his fellow corrupt Greylords were instructed to remain in hiding—they were a contingency kept in reserve in the event of the infernal masters' failure.

And fail they did.

In the years since the Claiming, Vokov has left the capital of Khador and the scrutiny there, transferring his most loyal fellow Greylords to the remote village of Novokorska.

# RUNNING THE ADVENTURE

The *Monsternomicon* and *Iron Kingdoms: Requiem* are required for this adventure. Before attempting to run the adventure, you should read it from beginning to end. Do not continue reading if you would rather play than run the adventure.

*Text that appears like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under a specific circumstance, as described in the text.*

The *Monsternomicon* contains statistics for many of the creatures found in this adventure. When a creature's name appears in bold type, that's a visual cue pointing you to the creature's stat block in the *Monsternomicon*. The adventure text informs you if the stat block is available elsewhere.

## POSSIBLE EMPLOYERS

Numerous groups and individuals would likely assist Katya Volgem, in returning from her mission in Novokorska, to learn the identities of any others connected to Vokov who remain in hiding. Depending on the composition of the adventuring company, their employer could be one of the following:

### DARGULE'S MICE

Exarch Sebastian Dargule of the Sancteum of Morrow maintains an extensive network of individuals—not spies per se—called “Dargule’s Mice” who are willing to pass information back to him and, through him, to the Order of Illumination. The order takes the possibility of infernal cults seriously. Though it might not have its own operatives in the region of Novokorska, the “mice” can carry a message on their behalf, presenting the company with the task.

### THE LORDS OF UMBREY

The Lords of Umbrey do not favor those who consort with infernals. Their Great Prince, Vladimir Tzepesci, lost his life in battle with one of the foul infernal masters, and the remaining lords seek to root out such corruption in their kingdom. With a promise of riches and favor from the Umbrean lords, the company is tasked with recovering Volgem.

### THE UNSEEN HAND

The Unseen Hand is the premiere independent covert agency in the Iron Kingdoms. During her time in Llael, Volgem had many opportunities to work alongside the Unseen Hand's agents. Upon hearing of her situation, the spies of the Unseen Hand seek out a capable adventuring company to assist in her extraction—as a professional courtesy.

## ADVENTURE SUMMARY

The adventure starts in The Empress' Arms, a small drinking roadhouse on the northern border of the city of Rorschick when the adventuring company is summoned by Sokol Velizar (chaotic good male human **spy**, found in the SRD), a representative of your chosen employer. Sokol explains that

the operative Katya Volgem was investigating the activities of a koldun lord in the Khadoran town of Novokorska. All communications from her ceased one week ago. Sokol stresses the importance of locating and extracting Volgem from Novokorska as soon—and discreetly—as possible. Complicating matters, Volgem is known to be a master of disguise and assumed identity. She will not reveal herself to the company unless she knows whom they are working for—but revealing that information to the wrong person could have dire consequences.

The characters can explore the town, interview its citizens for more information, and use what they learn to discern the identity Volgem is using. If they are indiscreet in their investigation, they will attract the attention of Vokov and his infernalist Greylords.

Eventually, the company locates Vokov's base of operations, a mechanika foundry in Novokorska. There they will have to choose between a stealthy extraction of the covert operative with the knowledge she has gathered or a showdown with the koldun lord, his allies, and possible infernal interlopers.

## WHAT FACE IS KATYA WEARING?

Agent Katya Volgem assumes the identity of one of the Cult of the Ebon Coil members in Novokorska. Under this assumed identity, she has gathered information about Koldun Lord Andrei Vokov.

At the start of the adventure, you can roll to determine her assumed identity from the table below or choose the one you prefer. The identity she assumes affects the story in a specific way, as indicated in the following table. Katya replaces the NPC in question. Other NPCs use their standard stat blocks.

### KATYA'S FACE

#### D4 Identity

- Mechanik Ysme Makarin.** Katya has taken on the identity of the chief mechanik working with Vokov who maintains his personal warjack. If she chooses this identity, see the “Dirty Coal” sidebar in part 2.
- Koldun Anlei Neshka.** Katya has taken on the identity of a koldun close to Vokov who manages the archive of formulae within his cabal. If she chooses this identity, see the “Et Tu, Anlei?” sidebar in part 2.
- Widowmaker Myrra Votch.** Katya has taken on the identity of a Widowmaker in service to Vokov who acts as his chief scout and executioner. If she chooses this identity, see the “Supporting Fire” sidebar in part 2.
- Kólga.** Katya has assumed the identity of a doom reaver sentry who acts as Vokov's bodyguard. If she chooses this identity, see the “Red Right Hand” sidebar in part 2.

# STARTING THE ADVENTURE

Once the players are ready to begin, read or paraphrase the following:

*Sometimes you go looking for work, but sometimes it finds you. One of your associates brought you a message: "I have a line on a job. Covert work. Rumor is it pays well. If you're interested, be at The Empress' Arms in Rorschick in three days. You're looking for a man named Sokol."*

*You arrive in a Khadoran tavern at the appointed hour, surrounded by others who appear to be there for the task.*

If the characters don't already know one another, have the players introduce them. The characters may also use this time to identify or learn about any personal ties that can bind them together, such as mutual acquaintances or contacts or a shared history. Once the characters have had a chance to get to know one another, read:

*A slender Umbrean man enters The Empress' Arms. His dark eyes glance over the patrons sitting around the common room before landing on you. Shaking drops of rain from his greatcoat, he approaches and says in a measured voice, "Am I correct in assuming you're here about the job?"*

This is Sokol Velizar, an agent of whichever organization you choose that hires the characters. Sokol is an intermediary between the organization and the characters, giving them enough distance and plausible deniability to avoid scandals. He has been given instructions to hire the characters and outline the specifics of their task.

## ROLEPLAYING SOKOL

Following a positive response from the characters, Sokol produces a folio containing a heavily redacted report of Katya Volgem's work for the Umbrean people, which includes an engraving of her likeness. Sokol offers the following details, which can be conveyed through conversation:

- "My employer needs a group of individuals who can recover an asset named Katya Volgem, a skilled covert operative who has gone dark within the last month."
- "That picture's her, but don't expect the image to do you much good. There are stories of her time during the Occupation. She walked a fine line between the Umbreans of Khador and of Llael, and she made friends and enemies on both sides of that line."
- "She was embedded in the town of Novokorska, a short trip north of here. It is in the report, but she was following a lead about a koldun lord from the Covenant, a member of the Research Chancellery. On the books, he looks like a loyalist to the Empress and Khador, but there have been rumors that he has other...let's call them *darker* masters."
- "We would normally try to handle matters like this on our own, but the person we'd send into a place like Novokorska is, well, Katya herself. Our reach is limited, so we're enlisting outside talent to locate our asset and bring her back."

- "I'm prepared to pay each of you a hundred koltina now for taking the job and to cover expenses to get you into Novokorska and find her. Upon her safe return, I can promise you five hundred koltinas apiece and the gratitude of my employer—something I promise you is worth more than the money."
- "If you can't extract Katya, you must return with any intelligence she has acquired about this Greylord. If the rumors are true, he is connected to several other compromised individuals hiding across Khador."

Sokol doesn't have any specific information about what rumors led to Katya embedding with this Greylord. If pressed, he confesses that he is primarily a mouthpiece for his employer, who keeps sensitive information compartmentalized. "There might only be a handful of people in the Iron Kingdoms who see the whole picture of this at any one time," he offers.

## PART 1: NOVOKORSKA

Once their conversation is done, Sokol pays the party the promised amount and leaves the roadhouse. With each character's payment, he has included a ticket for transport from Rorschick to Novokorska by carriage.

Travel takes the characters several hours. During that time, the autumn weather begins to turn to bitter cold:

*A biting wind blows in from the northwest, passing over Shattered Shield Lake. It carries a deep chill that causes condensation on the windows to feather out with fingers of frost and the breath of the horses to smoke. A dust of ice in the air sparkles as the wind carries it.*

Eventually, the characters arrive at the town of Novokorska:

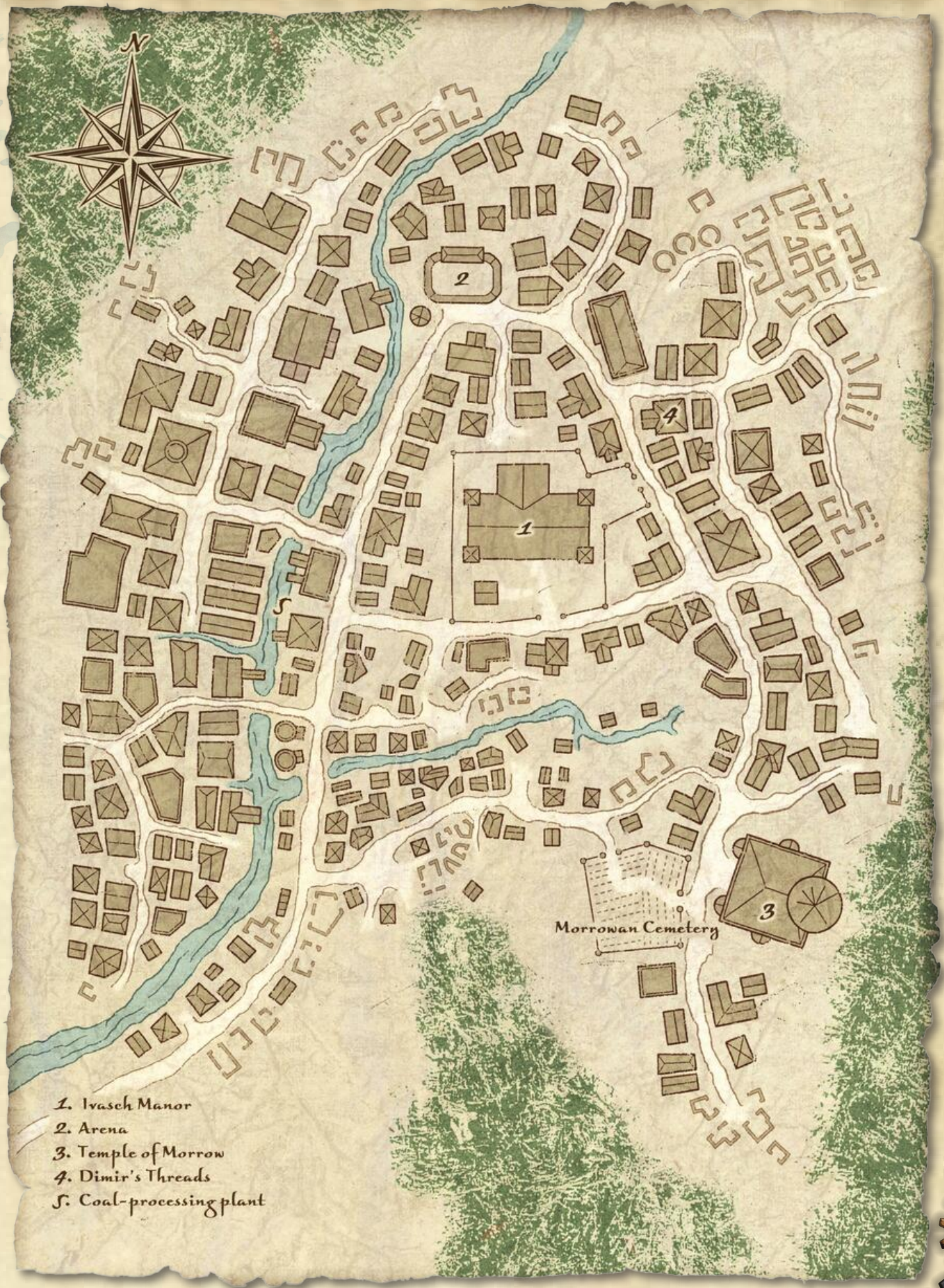
*The carriage comes to a rattling stop, and the driver hammers on the roof. His Umbrean accent is thick as he calls to you, "Here is the ending of the line. You walk from here."*

*As you exit the carriage, you see the town spread out before you, a place withered by cold and drained of color. It is an echo of a town, a place that may once have held promise but now offers nothing but trouble.*

## NOVOKORSKA FEATURES

Novokorska is a rugged place, built to withstand bitter winters and shelter its equally severe people, but a closer look reveals the decay beneath the surface. The streets are poorly maintained with cracks sprouting weeds. Many buildings are worn and remain unpainted or unfinished, used only by those vagrants or low-level thugs unable to seize more favorable holdings. Trash and ruffians clog the alleyways in the worst parts of town. The town's main coal-processing facility still operates, employing hundreds as it belches black smoke into the sky day and night.

**Light.** The smog from the coal-processing facility makes daylight dingy and gray. At night, whale oil lanterns hang



- 1. Ivaseh Manor
- 2. Arena
- 3. Temple of Morrow
- 4. Dimir's Threads
- 5. Coal-processing plant



from occupied buildings, but the alleys and many buildings remain pitch dark.

**Sounds.** The sound of the coal facility creates a low-level noise throughout the day. The occasional shouting of a fight and barking of dogs is the next most common sound during the day.

**Buildings and Doors.** Most of the buildings in Novokorska are run-down wooden structures. Many have gaping holes where their doors and windows once were. Unless otherwise noted, doors are unlocked.

## STARTING THE SEARCH

After arriving in town, the characters can begin their search for the elusive operative. Without much to go on, they might need to take some creative approaches to discover who the face-changing spy might be in town, but the following are a few possible approaches.

## ASKING AROUND

Without much else to go on, the characters might choose to hit the streets and talk to the locals to see what information they can glean about Katya Volgem's current whereabouts—and identity. They can go to public gatherings in drinking houses, at the arena, or in places of worship, and talk to the locals.

**Resources.** The characters need to have access to locals familiar with Novokorska and any recent changes in town. Getting the locals to talk requires 1d4 hours and 10 gp spent on bribes, donations, or rounds of drinks to loosen the locals' tongues.

After the 1d4 hours elapses, a character can make an Intelligence check with a +1 bonus per 10 gp spent beyond the initial 10, to a maximum of +5.

Determine how much information the character learns using the Word on the Street table.

Choose one piece of previously unknown information from the following list. Note that some pieces of information are specific to the identity Katya has assumed while in town, and others are true regardless of her current identity.

- "It's strange having soldiers back in town. It seemed for years like the gangs would run unchecked through the streets. Not even that snake, Drae, would dare cause trouble anymore—not with a Greylord koldun in charge of the troops."
- "Don't get me wrong, the soldiers are good to see, but could the bastards at least clean their boots a bit better? Every time one of them comes into a store, we have to spend hours scrubbing coal dust off the floors."
- "Since the soldiers returned to Novokorska in the past few months, they've all been eager to spend their salaries in the taverns and to bet on fights in the arena. Well, everyone but the strict Koldun and [Katya's Identity], who mostly keep each other's company."
- "Not too many soldiers have much skill in the way of the written word. Unless you count the Greylords like Vokov, who keep visiting the local printer to get their news, or [Katya's Identity,] who spends as much time in the tavern writing letters to family as finishing off pints."

## WORD ON THE STREET

Check Total	Outcome
1-5	No effect.
6-10	You learn one piece of information.
11-20	You learn two pieces of information.
21+	You learn three pieces of information.

- "When that Koldun lord first came to town, he converted one of the coal storage warehouses into a workshop. I remember because I was surprised when [Katya's Identity] had to ask me for directions to it!"
- "When the soldiers came to town, I expected they would start fixing up the old houses to act as barracks. Imagine my surprise when [Katya's Identity] turned out to be the only one of them to rent a room. All the rest stay at the workshop they made from the old coal storage house north of the processing plant."
- **Ysme Makarin Only.** "The lot of those soldiers are a bunch of sour-faced bastards. All of them but the chief mechanic, Ysme. She came around asking us other mechanics how much experience we had with Berserkers—it sounded like she was worried that her koldun lord's pet, Bison, might have a weak point the enemy could exploit."
- **Anlei Neshka Only.** "The Greylord second to Vokov seems a bookish sort. Came around late one night, asking me about the ink sold here in town and what solvents to keep away from it. It sounded like the Greylord was worried about someone messing with the occult archive they keep in their workshop."
- **Myrra Votch Only.** "Good to know Novokorska has good soldiers looking after it now. Why, just the other day, one of the Widomakers, that Votch woman, came to me asking about sight lines from the Temple of Morrow over the workshop the Greylords built near the coal plant."
- **Kólga Only.** "The boss Greylord, that Vokov fellow? His bodyguard is something else. She's a doom reaver, 'Kólga' they call her. But believe me, she doesn't act like one. She's too...clever, maybe. You won't catch me sniffing around that workshop of theirs, not on your life."

**Eyes on the Street.** The more the characters ask around Novokorska, the more attention they will draw to themselves. There is a 10 percent chance per piece of information the characters have learned that word about their activities will reach Koldun Lord Vokov.

Vokov is not quick to reveal himself to the characters, but he does not need to if he wants to make their lives more difficult. He has put the local criminal boss Drae Delvosk (chaotic evil male human **assassin**, found in the SRD) on his payroll and instructs the criminal to put his gang of criminal mercenaries to work.

One hour after Vokov learns about the characters' activities, a group of mercenaries confronts the characters in the streets of Novokorska. The group consists of a **mercenary warcaster**, **mercenary elite**, **talon light warjack**, and five **mercenary veterans** (All found in *Iron Kingdoms: Requiem*).

If defeated, surviving mercenaries do not know that Vokov had anything to do with their orders. They were instructed by Drae Delvosk himself and do not know what prompted their boss to want the characters dead.

## USING CONTACTS

If one or more of the characters has a background that would reasonably provide them with a contact or individual in Novokorska who would be open to sharing information with them, they can use this contact to gain one piece of information from the list above. Appropriate backgrounds for this include Greylords Covenant, Iron Fang, Kayazy, Labor Boss, or Winter Guard.

Determine the type of NPC contact with the information based on the character's background. For instance, a Labor Boss might have an easy time getting information from one of the coal facility workers, while a Kayazy could gain knowledge from one of the criminal *bratyas* in town. Use an NPC from the *Iron Kingdoms: Requiem* NPC appendix or SRD that you feel best represents the NPC contact.

A character who gains information from a contact in this way does not run the risk of catching Vokov's attention.

## FOREWARNED IS FOREARMED

Two pieces of information seem recurring in most of the information the characters can gather: first, they will have heard a recurring name of someone who has caught the attention of the Novokorska locals, and second, a koldun lord has established a workshop of some kind in a building north of the coal processing facility.

Armed with this knowledge, the characters can set out on the second part of the adventure. If they ask one of the locals or a contact about the specific name they learned while gathering information, that NPC points them in the direction of the old Coal Storage Warehouse #3, saying they recently saw Katya's secret identity headed in that direction.

## PART 2: VOKOV'S WORKSHOP

After learning about the Greylord's workshop, the characters can head there. If Drae's mercenaries did not already confront them, then they do so as the characters move within sight of the coal-processing facility. Under these circumstances, the mercenaries see the characters as intruders in their territory and instruct them to leave the area, but they will fight if confronted or if the characters refuse to obey.

Once the characters reach the workshop, read:

*A large, wooden building with a faded stencil reading Coal House 3 sits at the river's edge, its walls stained with a fine layer of soot from the nearby coal-processing facility. Bay doors on the north and south are barricaded, and a pool of light above each illuminates a group of Khadoran soldiers stamping their feet against the chill air.*

This old warehouse was used to store processed coal to be transported south the railroad and on to Korsk. While Vokov and his minions have repurposed the building, they have yet to be able to thoroughly clean out the fine coal dust that remains in every nook and cranny of the building.



The building is 30 feet tall, 90 feet wide, and 120 feet long. The only windows are a set of narrow transoms near the roof, a single pitch that slopes to the west. On the north and south sides are large warehouse doors that have been boarded shut, with locked personnel doors to the east side of each. Opening the doors silently requires a DC 16 Dexterity check made with thieves' tools, or they can be forced open with a DC 20 Strength (Athletics) check.

## SENTRIES

A three-person squad of **winter guard infantry** (found in *Iron Kingdoms: Requiem*) stands watch at the north and south sides of the building. One of the winter guards carries a key to unlock the personnel door on their side of the building. In addition to their standard equipment, each member of a sentry squad has a simple noisemaking device, a shrill whistle attached to a small canister of true air. As an action, a sentry can use this noisemaker to alert all the winter guards in the warehouse.

The sentries maintain a four-hour watch. In the last fifteen minutes of a watch, a fresh three-person squad rotates out to relieve those from the previous watch.

## WORKSHOP LOCATIONS

The following locations are keyed to the map of Vokov's workshop. The spacious interior has been cordoned into rooms with light wooden walls (AC 15). Dealing 10 or more damage to a section of the wall opens a 5'-by-5'-foot hole in the wall.

There are no doors inside the workshop.

### 1 ENTRY

This is little more than a glorified mudroom dimly lit by a single oil lantern. Winter guard greatcoats and hats hang from hooks on the wall. During the day, a group of three **winter guard infantry** is found in each entry, either playing dice or preparing to put on their coats and hats.

**Treasure.** Aside from some items that might work as a hasty disguise, there is nothing of value in the entries.

### 2 MECHANIK'S WORKSHOP

The mechanic's workshop is brightly lit by several oil lanterns. It contains workbenches, tool lockers, and a steamjack hoist. A pair of **Man-O-War** (*Iron Kingdoms: Requiem*) are to keep watch over the workshop. If she is using the identity of Mechanik Ysme Makarin, Katya is located here. Otherwise, she is replaced by a single **Khadoran Battle Mechanik** (Appendix).

**Treasure.** The workshop is fully outfitted and contains the contents of two sets of tinker's tools and a single mechanic's toolkit. It also has spare parts for the repair of a heavy steamjack and heavy steam armor.

### 3 OCCULT LIBRARY

Several bottled light lanterns brightly light the occult library. A pair of locked bookshelves stand in the center of the room. To the south are a simple cot and a folding desk on which sit an assortment of inks and reagents in stoppered bottles. At the foot of the cot, an unlocked wooden trunk contains

two sets of traveler's clothes. If she is using the identity of Koldun Anlei Neshka, Katya is located here. Otherwise, she is replaced by a single **Greylord Koldun** (Appendix), either of whom possesses an iron key to the locked bookcases.

**Treasure.** The locked bookcases contain numerous volumes of occult research and lore, including an infernalist tome wrapped in black leather with the sigil of the Ebon Coil on its face that details interactions with the Nonokrion Order of infernals. Spellbooks containing all the spells on Vokov's spell list and the spell list of the Greylord Koldun are located here, as well as a scroll of *blackout*.

### 4 BARRACKS

The barracks are where the winter guard infantry rest when not on sentry duty or getting ready in the entries. There are 12 **winter guard infantry** in this room, sleeping, relaxing, eating, or cleaning and maintaining their equipment at any given time. If she is using the identity of Widowmaker Myrra Votch, Katya is located here. Otherwise, she is replaced by a single **Widowmaker Scout** (Appendix).

**Treasure.** There is a total of 120 gp among the personal belongings in foot lockers at the base of each cot in the barracks, as well as a single item from the trinkets table in each locker.

### 5 WARJACK STORAGE

This room is unlit. A dormant **Berserker heavy warjack** (Appendix) named Bison is stored here. Bison is always kept at a minimal level of operation to prevent it from needing a long warmup period before becoming fully operational. A brass water cistern and a cart filled with coal take up the rest of the space.

### 6 RITUAL CHAMBER

The ritual chamber is where Vokov dwells, consulting with the infernal curator Cnaiothrad. This small room is dimly lit by black candles and the glowing runes on the floor. Inside this room are **Koldun Lord Andrei Vokov** (Appendix) and his bodyguard. If she is using the identity of Kólga, Katya is located here. Otherwise, she is replaced by a single **doom reaver** (Appendix).

When the characters enter the ritual chamber, read:

*In a circle of glowing red runes on the floor, an aged Greylord kneels prostrate before a willowy, inhuman figure that seems to be made of pale flesh and living shadows. Standing just outside the ritual circle is a muscular woman with a fell blade.*

*"I have done as you bade, Lord of Bargains," the Greylord reverently whispers. "In this hovel of cutthroats, I will use what you have taught me to darken the souls of all who dwell or visit here, offering them to you in return for your promised gifts."*

*The infernal creature lays a long-fingered hand on the Greylord's head. "Perhaps, my instrument. See to your guests, and we shall speak anew."*

*The infernal guides the Greylord's gaze toward you before stepping back into the shadows, vanishing as it melts into them.*

**Treasure.** In addition to Vokov's personal effects and wealth, which total 500 gp, this room contains a golden bowl





3

1

2

4

6

1

5



and a ritual dagger worth 100 gp each. The bowl has a crust of dried blood inside it.

## KONFRONTING VOKOV

Vokov does not hesitate to attack the characters if they enter his chamber. He seeks the approval of Cnaiothrad and sees the characters as a potential sacrifice to his infernal master.

At the start of combat, Vokov instructs his doom reaver bodyguard to intercept the characters, and he shouts for his warjack Bison to protect him. At the start of the second round of combat on Initiative count 20 (losing initiative ties), Bison crashes through one of the chamber walls to engage the characters.

If the characters choose to battle Vokov, he fights to the bitter end. Any other Khadoran soldiers in the building the characters have not already dealt with also enter the fray. Determine at your discretion when and how many of these reinforcements to include.

When the characters defeat Vokov, the figure of Cnaiothrad emerges from the shadows and casts *wall of force* to shield itself from harm. Read:

*The infernal creature studies you from behind a shimmering wall of pure magic. Looking down at the ruined body of its servant, its pale and leather face splits into a grotesque smile.*

*“Such a pity to lose a devoted vessel. His soul will be such a bittersweet meal for me.” The creature inclines its gaze at you. “All is not lost. There are many others like him still. Come, Andrei. I have such delights to make of you.”*

*The infernal once again steps into the shadows, gesturing at Vokov’s body with a beckoning gesture. You see the man’s soul rise from his body as a spectral greenish light, its face contorted with silent fear. As the infernal vanishes, so too does that last vestige of the man’s spirit.*

## WHERE TO GO NEXT?

You can build on the events of this adventure to continue the exploits of the adventuring company and Katya Volgem.

Koldun Lord Vokov was not the only member of the Greylords Covenant who had concealed his true loyalties. Rooting out corrupted members of the arcane society could form the backbone of a campaign, bringing the characters into contact with organizations like the Order of Illumination and Tamarite Septs, who also seek to hunt down those who swear fealty to the infernals.

The curator Vokov sought an alliance, which could become a recurring presence during a campaign. If the characters foil its plans in Novokorska, the curator could see them as personal foes and seek out any old rivals of the adventuring company, offering to empower such individuals to claim vengeance on the characters.

The town of Novokorska itself could become a recurring location. While it seems like a shell of a town, it is rife with opportunities for intrigue. For many years the town was all but ruled by rival *bratya* gangs, who resent the government’s efforts to retake control of the region. On which side of this

growing tension would the characters find themselves?

How did the characters go about gathering their information? Could there be any repercussions for them based on their approach?

### KATYA’S KONTRIBUTION

Should the characters get into a battle with Vokov, the choice of her secret identity allows her to contribute to the combat in one of the following ways.

#### Dirty Coal

To deny Vokov the use of his powerful berserker heavy warjack Bison, Katya has replaced the senior mechanic of his cabal. In this guise, she has installed a device within the jack’s firebox contained in a metal canister that erupts when exposed to high temperatures—like those caused by a steamjack operating under combat conditions.

After the first round of combat, on initiative count 20 (losing initiative ties), the berserker takes 9 (2d10) acid damage as the device releases a concentrated acid into its firebox.

In this identity, Katya can participate in combat with Vokov as an allied NPC.

#### Et Tu, Anlei?

Knowing the corrupt Greylord would rely heavily on his arcane abilities in any confrontation, Katya assumed the identity of a highly placed koldun within Vokov’s cabal—specifically, one responsible for the archiving and storage of arcane formulae. During her time with Vokov, she has made subtle adjustments to the formulae of Vokov and the other Greylords’ spellbooks.

The first time a Greylord casts a spell of 1st level or higher, the Greylord must make a DC 15 Intelligence saving throw. On a failed save, the Greylord failed to recognize the alteration to the spell. The slot used to cast the spell is lost, and the spell has no effect.

In this identity, Katya can participate in combat with Vokov as an allied NPC.

#### Supporting Fire

Katya has replaced a senior Widowmaker sharpshooter within Vokov’s cabal. While in this role, she cannot get as close to the rogue koldun lord, she has the advantage of carrying a long-ranged Vanar Liberator and free rein of the rooftops of Novokorska.

After the first round of combat, on initiative count 20 (losing initiative ties), Katya takes a shot with her Vanar Liberator at a target of your choice. Using a specialized arcantrik scope that allows her to see through the thin walls of the warehouse, nothing can hide from her precision shots.

In this identity, Katya does not otherwise participate in combat with Vokov.

#### Red Right Hand

Katya has assumed the identity of the doom reaver Kólga, aided by a convincing replica of a fellblade she had manufactured by a Rhulic weaponsmith. Silently moving at Vokov’s side, she has pretended to be under the sway of his Orgoth staff and will reveal herself when the time is right.

After the first round of combat, on initiative count 20 (losing initiative ties), Katya can strike Vokov with her *pseudo-fellblade*, a +1 greatsword. She gains the benefit of her sneak attack during this strike.

In this identity, Katya can participate in combat with Vokov as an allied NPC.

# NPC STATISTICS



## BERSERKER HEAVY WARJACK

Large construct (steamjack), unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 105 (10d10 + 50)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	-6 (-2)	10 (+0)	4 (-3)

**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned

**Senses** passive Perception 10

**Languages** Understands the language of its manufacturer but does not speak it

**Challenge** 6 (2,300 XP)

**Cortex.** The Berserker's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Berserker will carry out these commands with no regard for its own safety.

**Heavy Metal.** The Berserker's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

**Reckless.** At the start of its turn, the Berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

**Steam Powered.** The Berserker requires coal and water to function. When not in combat, it can function for 5 hours with a full fuel load of 700 pounds of coal and fresh water in its boiler. While in combat, the Berserker can function for 1 hour with a full fuel load. If the Berserker's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Berserker has disadvantage on Dexterity (Stealth) checks.

**Unstable.** At the end of a turn where it spends 1 or more focus points, the Berserker must make a Constitution saving throw. The DC is equal to 5 x the number of focus points it spent during the turn. On a failed save, the Berserker drops to 0 hit points and explodes. If it explodes creatures within 30 feet of the Berserker must make a DC 15 Dexterity saving throw, taking taking 22 (4d10) force damage on a failed save, or half as much on a successful one.

### ACTIONS

**Multiattack.** The Berserker makes two attacks with its war axe.

**War Axe.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

## DOOM REAVER

Medium humanoid (human), chaotic evil

**Armor Class** 15 (infantry armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	6 (-2)	12 (+1)	6 (-2)

**Condition Immunities** frightened

**Senses** passive Perception 11

**Languages** Orgoth, understands Khadoran but does not speak it

**Challenge** 2 (450 XP)

**Aggressive.** As a bonus action, the doom reaver can move up to its speed toward a hostile creature that it can see.

**Magic Resistance.** The doom reaver has advantage on saving throws against spells and other magical effects.

**Reckless.** At the start of its turn, the doom reaver can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

**Special Equipment.** The doom reaver wields a fellblade. The fellblade is a +1 greatsword (included in the attack).

### ACTIONS

**Multiattack.** The doom reaver makes two melee attacks.

**Fellblade.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



## GREYLORD KOLDUN

Medium humanoid (human), lawful evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 45 (10d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	16 (+3)	16 (+3)	14 (+2)

**Saving Throws** Int +5, Wis +5

**Skills** Arcana +5, History +5

**Senses** passive Perception 13

**Languages** Khadoran, Orgoth

**Challenge** 3 (700 XP)

**Aura of Winter.** A creature that touches the Greylord or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

**Northern Resilience.** The Greylord gains a +2 bonus to Constitution checks and Constitution saving throws.

**Special Equipment.** The Greylord wields an Orgoth staff. This weapon is a +2 quarterstaff (included in the attack).

**Spellcasting.** The Greylord is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Greylord has the following spells prepared: *Cantrips* (at will): chill touch, mage hand, minor illusion, ray of frost

*1st level* (4 slots): false life, fog cloud, mage armor, magic missile

*2nd level* (3 slots): gust of wind, shatter, suggestion

*3rd level* (3 slots): counterspell, glyph of warding (cold damage only)

*4th level* (1 slot): ice storm

### ACTIONS

**Multiattack.** The Greylord makes two melee attacks.

**Orgoth Staff.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands.

### REACTIONS

**Battle Wizard.** When the Greylord reduces a creature to 0 hit points with a melee attack, it can use its reaction to cast a spell with a casting time of 1 action or 1 bonus action.



## KATYA VOLGEM, UMBREAN OPERATIVE

Medium humanoid (Human), chaotic neutral

**Armor Class** 16

**Hit Points** 54 (12d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	14 (+2)	16 (+3)	17 (+3)

**Skills** Acrobatics +6, Deception +9, Insight +6, Stealth +6

**Senses** passive Perception 13

**Languages** Cygnaran, Five Cant, Khadoran, Llaelese, Ordic, Rhulic

**Challenge** 5 (3591 XP)

**Legendary Resistance (1/Day).** If Katya fails a saving throw, she can choose to succeed instead.

**Nimble Escape.** Katya can take the Disengage or Hide action as a bonus action on each of her turns.

**Special Equipment.** Katya has additional equipment determined by her secret identity.

**Sneak Attack (1/Turn).** Katya deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Katya that isn't incapacitated and Katya doesn't have disadvantage on the attack roll.

**Twisted Visage (1/Day).** Katya can alter her face and voice to perfectly match that of another human, though her proportions remain the same. She has advantage on Dexterity (Stealth) checks made to hide in a crowd.

**Unarmored Defense.** While she is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

### ACTIONS

**Multiattack.** Katya makes one ranged weapon attack and two melee weapon attacks.

**Rapier.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit 7 (1d8 + 3) piercing damage.

**Repeating Pistol.** *Ranged Weapon Attack:* +6 to hit, range 40/120 ft., one target. Hit 8 (1d10 + 3) piercing damage.

**Katya's Arsenal.** Depending on her choice of identity, Katya has one of the following actions.

1. **Ysme's Slug Gun.** *Ranged Weapon Attack:* +6 to hit, range 10/30 ft., one target. Hit: 16 (2d12 + 3) piercing damage.
2. **Koldun Neshka's Mechanical Sword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage. As part of an attack, Katya can expend 3 charges from the weapon's capacitor to gain +2 to attack and damage rolls until the end of her turn. The sword has 15 charges.
3. **Widowmaker Votch's Vanar Liberator.** *Ranged Weapon Attack:* +4 to hit, range 90/270 ft., one target. Hit: 13 (2d10 + 2) piercing damage. A target cannot claim the benefit of cover from this attack.
4. **Kólga's Pseudo-Fellblade (+1 greatsword).** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 8 (2d6 +1) slashing damage.

### REACTIONS

**Deflect.** Katya increases her AC by 2 against one melee attack that would hit her. To do so she must see the attacker.

# KHADORAN BATTLE MECHANIK

Medium humanoid (Human), any alignment

**Armor Class** 15 (infantry armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	14 (+2)	12 (+1)	11 (+0)

**Senses** passive Perception 11

**Languages** Khadoran plus any one language

**Challenge** 1/4 (50 XP)

**Northern Resilience.** The mechanik gains a +2 bonus to Constitution checks and Constitution saving throws.

## ACTIONS

**Jack Wrench.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

**Field Mechanik (Recharge 5–6).** The mechanik chooses one construct, vehicle, mechanical device, or suit of steam armor it can see within 5 feet of it. The chosen creature or object regains 5 (1d6 + 2) hit points.





## KOLDUN LORD ANDREI VOKOV

Medium humanoid (Khadoran human), neutral evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 105 (10d10 + 50)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	6 (-2)	10 (+0)	4 (-3)

**Damage Immunities** cold

**Condition Immunities** charmed

**Senses** passive Perception 10

**Languages** Understands the language of its manufacturer but does not speak

**Challenge** 6 (2,300 XP)

**Spellcasting.** Andrei Vokov is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Andrei has the following wizard spells prepared: Cantrips (at will): *light*, *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *sleet storm*, *vampiric touch*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

### ACTIONS

**Multiattack.** The Berserker makes two attacks with its war axe.

**Rune Axe.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage plus 7 (2d6) cold damage.

**Summon Infernal (1/Day).** Andrei magically summons a foreboder, or attempts to summon a griever with a 50 percent chance of success. The summoned infernal appears in an unoccupied space within 60 feet of its summoner and acts as an ally of its summoner. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

### REACTIONS

**Battle Wizard.** When Andrei Vokov reduces a creature to 0 hit points with a melee attack, he can use his reaction to cast a spell with a casting time of 1 action or 1 bonus action.



## WIDOWMAKER SCOUT

Medium humanoid (any race), any alignment (usually neutral)

**Armor Class** 16 (infantry armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	10 (+0)	16 (+3)	10 (+0)

**Skills** Athletics +3, Survival +5, Stealth +5

**Senses** passive Perception 13

**Languages** Khadoran and any one language

**Challenge** 2 (450 XP)

**Iron Will.** The Widowmaker has advantage on saving throws against being frightened.

**Northern Resilience.** The Widowmaker gains a +2 bonus to Constitution checks and Constitution saving throws.

### ACTIONS

**Sword.** *Melee Weapon Attack:* +3 to hit, range 5 ft., one target.

*Hit:* 5 (1d8 + 1) slashing damage.

**Vanar Liberator.** *Ranged Weapon Attack:* +4 to hit, range 90/270 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

**Wounding Shot (Recharge 5-6).** The Widowmaker makes a Vanar Liberator attack targeting a creature within the weapon's normal range. If the attack hits, the creature must make a DC 14 Constitution saving throw or take 3 necrotic damage at the start of each of its turns. This effect lasts until a creature uses an action and makes a DC 10 Wisdom (Medicine) check to bind the wound or until the creature receives healing. This attack has no effect on constructs or the undead.

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