

WET INK GAMES, LLC  
PRESENTS

# GWENDOLYN LACHS AND THE BROTHERS MOROZOV

**MERCENARY FACTION FOR:**

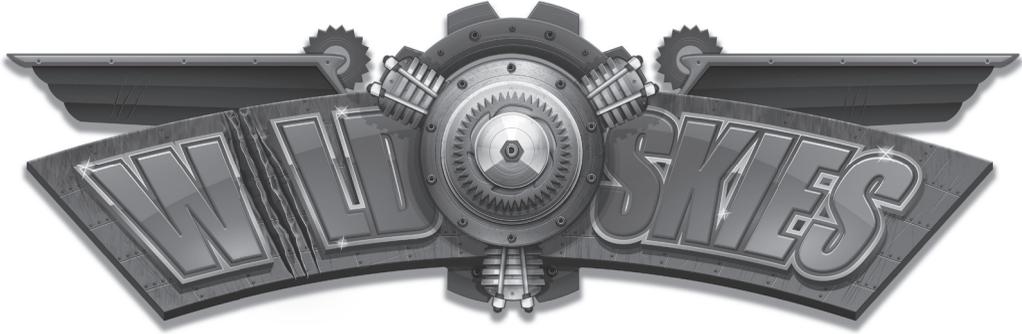


WET INK GAMES

Wet Ink Games, LLC Presents:

# **Gwendolyn Lachs and the Brothers Morozov**

**A Mercenary Faction for**



Writer

**Brandon Aten**

Art

**Nick Bradshaw**

Layout

**Wm. Knox Gunn**



**Wild Skies: No Name Players WIG-105**

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## **Gwendolyn Lachs and the Brothers Morozov**

With the rise and fall of various European powers, it is common for fortunes to be gained and lost overnight. Many “Old Money” families have tried to insulate themselves from these capricious exchanges of wealth, but even they are not insulated from the rise of passionate entrepreneurs, daring corporate (and literal) pirates, and those taking advantage of new technologies. Gwendolyn Lachs is one such “New Money” debutante who burst onto the scene of European high society within the past few years.

Gwendolyn first stepped out with her husband, famed explorer and heir to a brewing company Herman Lachs shortly after their wedding. The two had been married in a small, private ceremony at the Lachs’ family estate. The quick courtship and privacy of the ceremony had some believing the two were trying to hide something, but the more the family and friends witnessed the two together, it always appeared as though on the surface, these two youngsters were madly in love. Finally able to live the life she always wanted and thought she deserved, Gwendolyn squeezed every bit of extravagance out of her new life. They would attend parties and social events around Europe, but were famous for seasonal celebrations at their hops farm and brewery. Though they always appeared to be happy, Gwendolyn was solely in it for the money and the life it could afford her.

Gwendolyn and Herman travelled the world together, going on safari, climbing mountains, and visiting ancient historical sites, often with the support of hired help. It was during one of these expeditions disaster struck. During an expedition to Antarctica, their hired mercenaries’ Russian Kon-05 modular airship’s main vrillium charge generator failed causing them to make an emergency landing on an ice sheet about 50 miles from the coast. Gwendolyn and Herman were determined to continue their expedition, promising to double the pay of any volunteers willing to join them. Only three brothers stepped forward; Dmitry, Vladimir, and Zhores.

The rest of the crew members stayed behind to repair the airship and await their return. The crew had fully repaired the main generator within 10 days of the initial incident, but after another four

months of waiting, supplies were beginning to run dangerously low. They detached a single platform, loaded it with enough supplies in case the five explorers returned, left a message telling them of their departure, and left them behind believing them to have succumbed to the dangers of the harsh continent.

The crew made it back to Europe, telling the story of their mechanical mishap and what needed to happen to save themselves. Herman, Gwendolyn, and the others were presumed dead, mourned, and had ceremonial graves erected on the Lachs family estate. Life was moving on when the first reports came in of a lone Kon-05 pod docked in Capetown, South Africa with a woman claiming to be the heir to the Lachs fortune. Gwendolyn and the three brothers Morozov had returned from the polar expedition with a harrowing tale of survival on the rugged continent.

She said that during a terrible and snow-blinding storm, the expeditionary company became disoriented and lost their way. It didn’t help that their compasses were rendered completely useless from some sort of strange magnetic interference. They were running dangerously low on supplies and almost succumbed to exposure in the bitter, harsh cold. Once their supplies ran out, they survived by hunting penguins and seals they were able to find out on the ice. Eventually they were able to find their way back to the ship that was left behind and make their way off the continent. Unfortunately, Herman slipped into a crevasse in the ice and his body was unable to be recovered.

While it was true the expedition lost their way, Gwendolyn and the brothers all agreed to keep secret the complete truth behind their expedition. When the group realized just how low supplies had gotten and how grim their prospects were, they decided to turn back. The storms continued to rage on and made travelling particularly dangerous until they came across a network of caves in which they could seek shelter. These caves lead them deep into the earth away from the cold and snow above. The scene they found defied their imaginations.

Upon their initial investigation, they identified veins of vrillium all throughout the cave network. The deeper they went, the more vrillium they found. One of the brothers who had come with

them, Vladimir, was a talented machinist and was able to point out that not only was this one of the richest vrillium deposits he had ever heard of, but the level of purity of the metal was completely unsurpassed. They had hit the jackpot. At first, they couldn't believe their luck. Turning from almost certain death to a find of this nature instantly changed the mood among the party. Their celebration was short lived though. As Vladimir investigated, the vrillium veins showed evidence of being worked by some very crude tools. These weren't naturally occurring caves at all. They were in the middle of a mining system.

As they went deeper into the mines, they were met with a variety of bioluminescent mosses and fungi and the occasional geothermal vent which kept the corridors warm. Without adequate supplies, they were unable to explore deeper into the network, though they tried a number of routes before having to give up. Realizing they had stumbled upon a find worth a fortune, Herman pulled Gwendolyn aside to tell her he did not trust the brothers with their discovery and that he feared for their safety. If his concerns became reality, he was going to take matters into his own hands, potentially killing the brothers as they slept. This conversation repeated itself over multiple days, each time showing Herman becoming even more paranoid. The stress was obviously getting to him and driving him mad, and it was all she could do to keep him from attacking the brothers. Gwendolyn recognized that if she was going to survive and make it back to Europe, Herman was a liability.

Gwendolyn told the brothers of Herman's plan to murder them. Surprisingly, they confirmed his

suspicious, telling her they fully intended to kill them and eat them just to survive. Gwendolyn, in an act of sheer self-preservation bartered Herman's life for her own. If they were able to get her back to Europe, she would get the resources for them to return to Antarctica and mine this vrillium. While the mine would belong to her, the brothers would be entitled to 50% of all the profits from its contents. Compelled by the thought of tremendous wealth and amused by her cut-throat nature, the brothers bound Herman, took him deeper into the cave network only to return a few hours later without him. Gwendolyn never asked what they did to her husband, nor did she ask about their new supply of meat which would help them survive the arduous journey back to the ship. By the time they returned from their expedition, the remaining members of the party had their stories straight and had agreed to never tell anyone else about the vrillium mine or what happened within.

Since their return Gwendolyn has reinserted herself back into high society. Word of the loss of her husband and her newly inherited wealth spread throughout Europe. Knowing she had no interest in running a brewery, she sold the breweries and hops farms Herman's uncle. The only property she kept was that of the main house and acreage around it. These additions to her already substantial wealth have allowed her to travel Europe to visit friends and other wealthy socialites, where multiple young, intrepid industrialists vie for her affections.



## Gwendolyn Lachs

Born the daughter of a poor farmer in the Saar warren, the early life of Gwendolyn Berger was always one of survival. Being the youngest of 14 children meant that food was always scarce while living in the warren practically invited the militaries of Luxembourg and Germany to their door. She always dreamed of leaving the warren behind and seeing more than the little patch of dirt he family worked, so when she turned 15, she packed a bag and left.

She lived in Luxembourg City where she begged on the street for a few months, until she was taken in by the wife of a young print shop owner. Gwendolyn was allowed to stay and work for them, and she was promised food and shelter as long as she stayed. The couple had no children of their own and treated Gwendolyn as though she was their own. This life was better than she had ever known, and it was enough of a taste for her to know she wanted more.

By the time she was 18, she had left Luxembourg and moved to Brussels with a silver-tongued writer and radical who she met while working on printing his material. He whisked her away with promises of seeing Paris, Berlin, London, New York and more, but when they arrived in Belgium it became evident that he was a low ranking member in his movement. Never really having a mind for political theory, Gwendolyn was always interested in her own personal upward mobility. When the group began planning to incite a riot among the workers of a local cannery, she alerted the factory foreman and the owner to the plan. On the day the riot was planned, the group was met with overwhelming force from the authorities and crushed. Many workers and members of the group were hurt, arrested or killed. Gwendolyn however took that time to take anything of value and anything linking her to

the group from their communal living space, and fleeing to Munich before the authorities arrived.

Gwendolyn has repeated this pattern all across Europe as she became involved with one suiter or another, from all walks of life. Political upstarts, legitimate businessmen, underworld criminals all caught her eye. Anyone who could show her something new and give her a leg up, until something unfortunate would happen to them, which it always did. Eventually, she was introduced to Herman Lachs through a mutual friend and it appeared that Gwendolyn had finally reached the apex of her rise to riches. She had more wealth than she ever could have imagined, and was well loved by her attractive and adventurous husband. It seemed as though she would want for nothing and was finally able to rest comfortably. After their expedition to Antarctica, it was evident she would always want more.

Since her return, Gwendolyn has been less active in the European social scene. She still makes appearances and when she does, she is always pleasant to be around. Her absences are understandable for someone who has lost a spouse so recently. Over the past few months, she has been seen attending events with a new friend, Pierpont J. Mouldywarp who seems to be very interested in taking Gwendolyn into his care. Mouldywarp is the owner of numerous industries, including manufacturing, shipping, and one of the largest mining organizations in Europe. Their blossoming friendship seems to be developing into something more, which will give Gwendolyn access to the resources she and her "business associates" need. Though he is a shrewd and accomplished businessman, Mouldywarp is enthralled by Gwendolyn's beauty and charm, completely unaware of how much danger he is in every day he is with her.





Name Gwendolyn Lachs Player Name \_\_\_\_\_  
 Age 28 Sex Female Size Normal Height 5'6" Weight 147 pounds  
 Animal Type Rabbit Nationality Identifies as German  
 Careers Businessman/Sneakthief Affiliation Works with Brothers Morozov  
 Character Concept "Black Widow" leaving behind a trail of dead lovers

**CHARACTER SHEET**

Attributes		Uncap
<b>Brawn</b>	2	<input type="checkbox"/>
Strength	2	<input type="checkbox"/>
Fleetness	6	<input checked="" type="checkbox"/>
<b>Smarts</b>	6	<input type="checkbox"/>
Know-How	2	<input type="checkbox"/>
Moxie	5	<input type="checkbox"/>
<b>Guts</b>	4	<input type="checkbox"/>
Valor	1	<input type="checkbox"/>
Grit	4	<input type="checkbox"/>

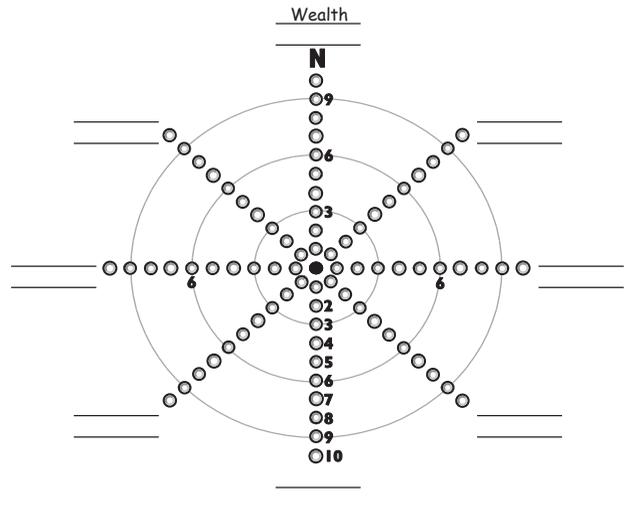
Perks
Looker: Brawn + Fleetness to Social rolls
Effortless Look
Charismatic: Guts + Moxie to Social rolls
Quirks
Liar
Paranoid

Abilities
Sharp Ears: +4 to Initiative when not in a vehicle.
Burst of Speed
Hide

Skills and Specialties	Difficulty	Skill Dice
Social	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Charm (Moxie)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Intimidate (Grit)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Business	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Negotiation (Moxie)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Barter (Moxie)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Knowledge	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Streetwise (Moxie)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Interpreter (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Sneak	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Bluff (Valor)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Poison (Moxie)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Stealth (Fleetness)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Search	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Notice (Moxie)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Assess (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Melee	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Blade (Fleetness)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Medicine	Moderate	⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
La Stella 1921	Mid	1D6	Armor Piercing (1)
Stiletto	Melee	1	Armor Piercing (1), +1 Damage
Health		Armor	
<b>/8</b>			

Languages
German, French, English, Russian, Italian, Spanish
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
<b>Easy</b>	01-20%	21-50%	51-85%	86-100%
<b>Moderate</b>	01-25%	26-55%	56-90%	91-100%
<b>Difficult</b>	01-30%	31-65%	66-95%	96-100%



## The Brothers Morozov

The three mercenaries known as the Brothers Morozov have made their way from their homeland in Russia to almost every inch of Europe through one common trait: Being good at what they do. Aside from being rough and tumble guns for hire, each one honed a few skills so they could always find work and make a living, even if their mercenary work dried up. As they've travelled around Europe, they have mostly kept their mercenary talents under wraps, letting their contacts in the business reach out to them when they were needed on a particular job. The natures of their individual trades have allowed them to take work as available, or uproot and move elsewhere or take longer mercenary jobs on a whim.

The brothers lost their parents at a young age during the time of revolution in Russia. Since then, they have mostly been on their own, with a few stints in a state-run orphanage. Dmitry Morozov is the oldest of the brothers. He has always taken it upon himself to make sure his siblings are taken care of, protected, and fed, a duty which he takes very seriously. He set them up in a rural village, away from the prying eyes of government officials who would throw them back into the corrupt child welfare system.

It was Dmitry's idea to have each of the brothers to study a trade from as early an age as possible in order fend for themselves. Making sure to have all of their needs met, he had his younger brother Vladimir learn how to hunt, his youngest brother Zhores learn carpentry, while he studied as a butcher and learned to cook. In their adult lives, they have each picked up a few other marketable skills with Vladimir showing promising machinist talents and Zhores displaying a knack for piloting.

Through their arrangement with Gwendolyn Lachs made during their expedition, the brothers consider themselves to be working under contract and on retainer. They are her own personal mercenary team which does whatever work she needs. As long as she keeps up her end of the bargain and works towards the goal of getting them their share of the vrillium mine in Antarctica, they are at her beck and call. This includes roughing up anyone prying too much into Gwendolyn's affairs, and eliminating anyone too close to discovering their true intentions. They have no qualms killing or even eating those that stand between them and their boundless wealth.





Name Dmitry Morozov Player Name \_\_\_\_\_  
 Age 34 Sex Male Size Large Height 7'6" Weight 350 pounds  
 Animal Type Bear Nationality Russian  
 Careers Handyman/Cook Affiliation Works for Gwendolyn Lachs  
 Character Concept The "big brother" who is always out to protect his kin

**CHARACTER SHEET**

Attributes		Uncap
<b>Brawn</b>	7	<input type="checkbox"/>
Strength	9	<input checked="" type="checkbox"/>
Fleetness	2	<input type="checkbox"/>
<b>Smarts</b>	2	<input type="checkbox"/>
Know-How	1	<input type="checkbox"/>
Moxie	2	<input type="checkbox"/>
<b>Guts</b>	2	<input type="checkbox"/>
Valor	2	<input type="checkbox"/>
Grit	4	<input type="checkbox"/>

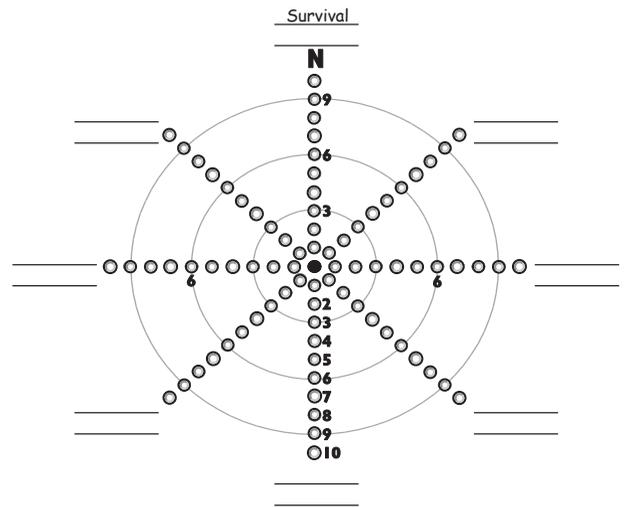
Perks
Boozehound
Ambidextrous
Quirks
Craving

Abilities
Feat of Strength
Claws
Resistance to Cold

Skills and Specialties	Difficulty	Skill Dice
Tradesman	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Leatherworker (Moxie)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Mechanics	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Automobile (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Athletics	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Swim (Strength)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Cook	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Mess Cook/Butcher (Grit)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Melee	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Blade (Fleetness)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Two-Weapon (Fleetness)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Business	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Barter (Moxie)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Leadership	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
Shashka (2)	Melee	1	+1 Damage
HA-X Chopper	Melee	2	+2 Damage
War Cleaver	Melee	4	+2 Damage
Health		Armor	
/28			

Languages
Russian, German
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
Easy	01-20%	21-50%	51-85%	86-100%
Moderate	01-25%	26-55%	56-90%	91-100%
Difficult	01-30%	31-65%	66-95%	96-100%



Name **Vladimir Morozov** Player Name \_\_\_\_\_  
 Age 33 Sex Male Size Large Height 7'4" Weight 335 pounds  
 Animal Type Bear Nationality Russian  
 Careers Mechanic/Thug Affiliation Works for Gwendolyn Lachs  
 Character Concept The middle brother who is smarter than his kin and knows it.

**CHARACTER SHEET**

Attributes		Uncap
<b>Brawn</b>	7	<input type="checkbox"/>
Strength	5	<input checked="" type="checkbox"/>
Fleetness	4	<input type="checkbox"/>
<b>Smarts</b>	3	<input type="checkbox"/>
Know-How	3	<input type="checkbox"/>
Moxie	2	<input type="checkbox"/>
<b>Guts</b>	1	<input type="checkbox"/>
Valor	5	<input type="checkbox"/>
Grit	1	<input type="checkbox"/>

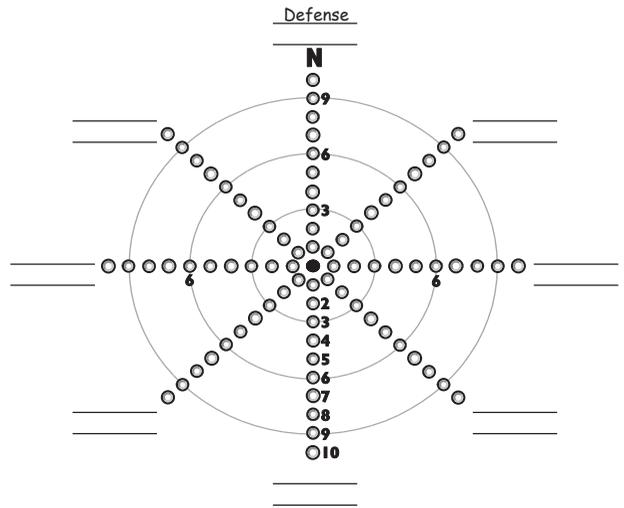
Perks
Fast Draw
Steady Hand
Quirks
Craving

Abilities
Feat of Strength
Natural Armor (2)
Resistance to Cold

Skills and Specialties	Difficulty	Skill Dice
Mechanics	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Aircraft (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Engineer	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
- Machinist (Know-How)	Difficult	⊙ ⊙ ⊙ ⊙ ⊙
Pilot	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Transport (Strength)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Melee	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Blunt (Strength)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Athletics	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Swim (Strength)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Drive	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Wheelman (Fleetness)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Rifle (Valor)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Radio	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Tradesman	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
Morozov R-1	Mid	3D6	Spray, Armor Piercing (1)
Health		Armor	
<b>/28</b>		Natural Armor (2)	

Languages
Russian, German, English
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
<b>Easy</b>	01-20%	21-50%	51-85%	86-100%
<b>Moderate</b>	01-25%	26-55%	56-90%	91-100%
<b>Difficult</b>	01-30%	31-65%	66-95%	96-100%



Name **Zhores Morozov** Player Name \_\_\_\_\_  
 Age 32 Sex Male Size Large Height 7'2" Weight 330 pounds  
 Animal Type Bear Nationality Russian  
 Careers Handyman/Thug Affiliation Works for Gwendolyn Lachs  
 Character Concept The youngest brother always seeks approval of his siblings

**CHARACTER SHEET**

Attributes		Uncap
<b>Brawn</b>	7	<input type="checkbox"/>
Strength	7	<input checked="" type="checkbox"/>
Fleetness	4	<input type="checkbox"/>
<b>Smarts</b>	1	<input type="checkbox"/>
Know-How	1	<input type="checkbox"/>
Moxie	3	<input type="checkbox"/>
<b>Guts</b>	3	<input type="checkbox"/>
Valor	2	<input type="checkbox"/>
Grit	3	<input type="checkbox"/>

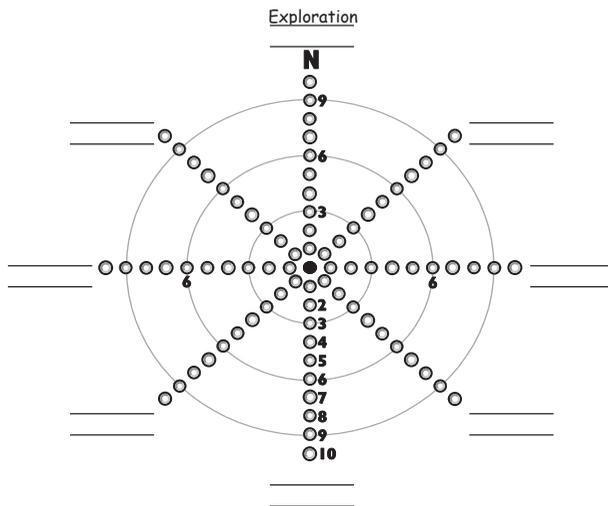
Perks
Never Forget a Face
Trinket (Tradesman)
Quirks
Craving

Abilities
Feat of Strength
Honey Scent
Claws

Skills and Specialties	Difficulty	Skill Dice
Tradesman	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Carpenter (Grit)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Mechanics	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Airship (Know-How)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Athletics	Easy	⊙ ⊙ ⊙ ⊙ ⊙
- Swim (Strength)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Climb (Strength)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Melee	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Brawl (Grit)	Easy	⊙ ⊙ ⊙ ⊙ ⊙
Drive	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
- Tank (Strength)	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
Ranged	Moderate	⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙
		⊙ ⊙ ⊙ ⊙ ⊙

Weapon	Range	Damage	Resounding Success Bonus
Claws	Melee	4	
Bear Claws (2)	Melee	1	+1 Damage (pg 176 for details)
Health		Armor	
<b>/28</b>			

Languages
Russian
Campaign Notes



Skill Ranges	Critical Failure	Failure	Success	Resounding Success
<b>Easy</b>	01-20%	21-50%	51-85%	86-100%
<b>Moderate</b>	01-25%	26-55%	56-90%	91-100%
<b>Difficult</b>	01-30%	31-65%	66-95%	96-100%