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Marked in red are the locations of each part of the adventure.

Raiders of Ivywatch

Raiders of Ivywatch is an adventure set in Vasloria, a woody, humid, and vaguely Europe-like region of Orden. The adventure is designed for two to seven 1st-level heroes and grants between 8 and 18 Victories.

Deatheye Yslansh

The lizardfolk necromancer Deatheye Yslansh wants to summon the Avatar of Torment, Excrucior Interfectus to wipe out Tullow Vale and leave behind a wasteland of death for her to lord over.

Ajax's Hawklords bombard Ivywatch and steal the Sealing Stone. The attack provided the perfect opportunity for Yslansh to use her forces to collect the materials she needs: bodies. Lives.

In the meantime, with the removal of the Sealing Stone, long held-shut portals around the vale open wide, letting anything through...

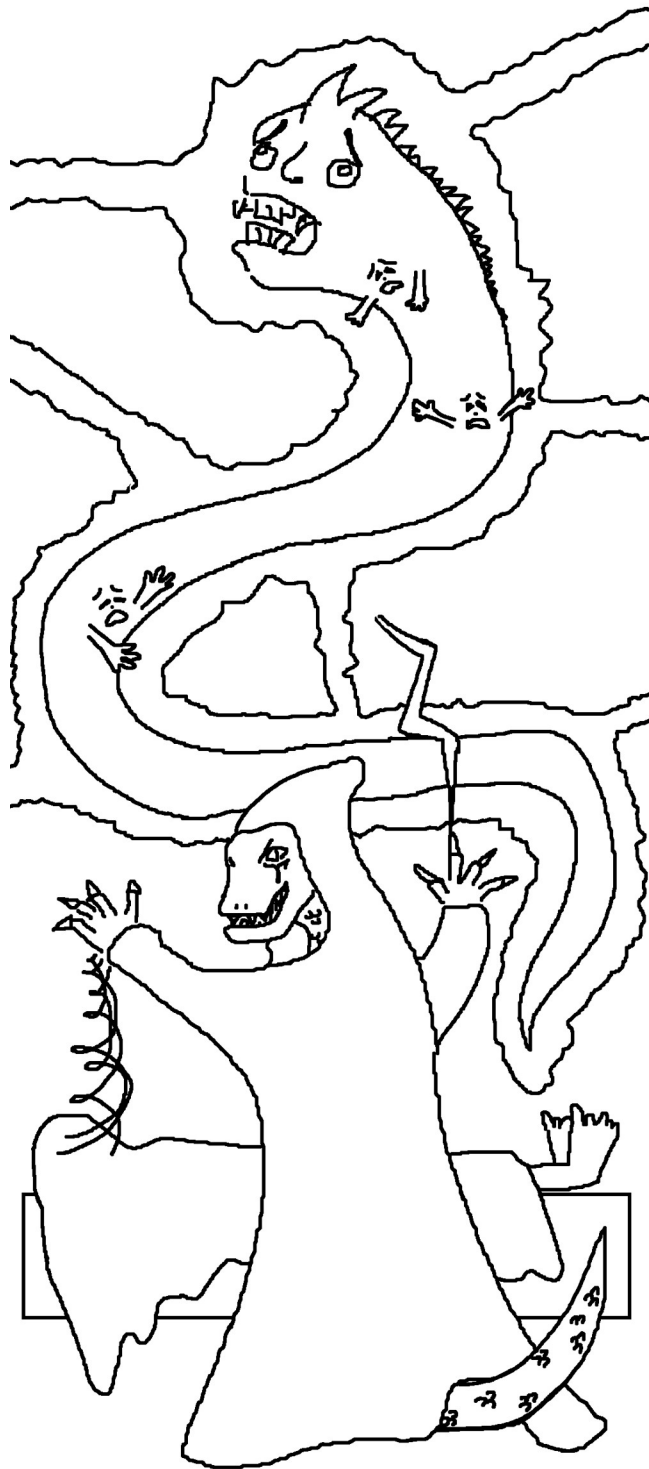
Adventure Hook

Raiders of Ivywatch assumes the following adventure hook.

Guards for Hire: The heroes accompany a merchant who has hired them for protection along the wooded road to Ivywatch, promising coin and political connections as a reward.



Lewin Coppertoe



Deatheye Yslansh summons Excrucior Interfectus

Guide to Tullow Vale

Tullow Vale is tucked in between the foothills of the Myr Mountains of Vasloria, with farmland to the east and elf-haunted wode to the west.

The Central Tension

Long ago, an ancient civilization in Tullow Vale was ruled centrally by a single dwarven king in the great city of Kalacles. In the wake of Ajax's campaign and the death of the duke, the lords of Tullow Vale now question whether to retain the town-and-lord system under the distant and apathetic Baron or to centralize power under the Old Ways and choose a new King of the Vale.

The Lord of Ivywatch

Only one of Tullow Vale's major faction leaders appears in *Raiders of Ivywatch*, the lord of Ivywatch, Gwenyll Thornton.

Gwenyll Thornton, Lord of Ivywatch

"We've survived worse, and we did it by looking out for ourselves. And nobody else."

Lord Thornton is skeptical of anything but a **decentralized Vale**.

Motivations:

Pitfalls:



Gwenyll Thornton, Lord of Ivywatch

Running the Adventure

Throughout the events of *Raiders of Ivywatch*, the heroes will naturally want to take Respite. If the heroes leave a location unfinished, upon their return, choose a battlemat from one of the formerly-combat Scenes they pass through and fit it with the following encounter.

Draw Steel! "*Beyond Saving*"

The heroes are confronted with the consequences of their hesitation. Former villagers of Ivywatch, now turned undead, attack the heroes.

Earn 1 Victory for killing all non-minion enemies.

The zombies are recognizable as former Ivywatch citizens. When the heroes defeat all the non-minions, the zombies return to being inert corpses. The word "HELP" is scratched deeply into one of their arms.

Encounter

The heroes begin in the box marked "START." The positions of all enemies are immediately detectable.

Party Size	Location	Enemy Forces: <i>Undead</i>
2	-	Squad A: 1 Ghoul (capn) + 6 Rotting Zombies (m) Squad B: 2 Specters
4	-	Squad A: 1 Ghoul (capn) + 6 Rotting Zombies (m) Squad B: 3 Specters Squadless: 2 Umbral Stalkers

** for unlisted party sizes, add 2 Ghouls (Squadless) per extra member over a listed party size.*

Tactics

The umbral stalkers' Freezing Dark malice ability creates some interesting terrain, re-contextualizing a familiar battlemat. The rest of the enemies are just trying to make the heroes prone, so the enemies' melee strikes have edges against them.

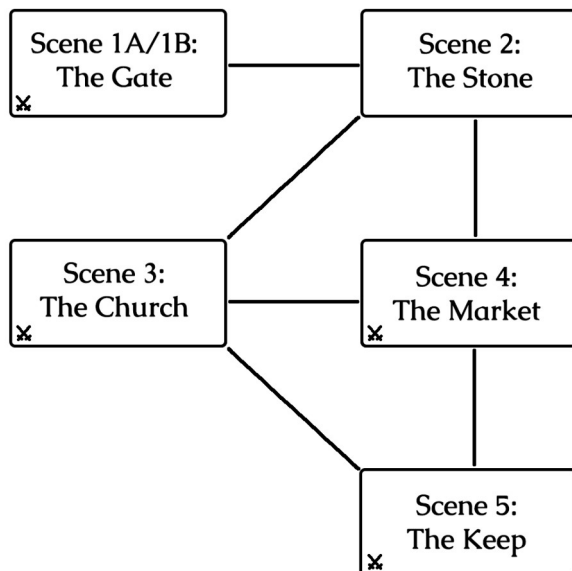
Part 1: Ivywatch

You've spent the last few days following the Baron's Road south down to Ivywatch, walking alongside the wagon of your employer, a blond, spectacle-wearing, fidgety polder merchant named Lewin Coppertoe.

Should Mr. Coppertoe and all of his cargo make it safely to Ivywatch, you will be paid the rest of the agreed upon amount and he promises to put in a good word for you with his cousin, the steward to the lord of Ivywatch.

Boxed, italicized text like this is meant to be read aloud to your players!

Scenes



Each part of the adventure has a scene graph like this one showing which scenes connect to which.

Take a moment to do the following:

- Encourage the players to introduce their heroes if they haven't already.
- The heroes are each well-known in some region if not this one. Ask which exploits the bards sing of each of them the most.
- Ask the players how their Heroes each spend evenings in camp while on the road.

The heroes and their employer approach the town, but something feels wrong.

Maybe a Group Test here? Get them agitated?

The gatehouse's thick wooden doors across the moat are closed shut and bloodied bodies lie against it.

"Well, this isn't safe at all! Clearly!"

Lewin is shaking like a leaf just looking at what has become of Ivywatch. His eyes widen as he spots a horde of lizardfolk round a corner and sprint towards the gate. Towards your caravan.

Some of the lizardfolk carry people, struggling and screaming. Lewin cries out, his voice cracking.

"You must protect me! And my goods!"

He looks at the heroes expectantly.

"Don't be heroes!"

Draw Steel! “The Horde”

Lizardfolk ambush the heroes and their employer.

Earn 1 Victory for keeping Mr. Coppertoe alive until all the enemies are dead or gone.¹

Earn 1 Victory for saving sufficient citizens from the lizardfolks’ clutches. The Director chooses what number is sufficient.

Movement
<ul style="list-style-type: none">While in a full square of water, use the “Underwater Combat” rules: fire immunity 5, lightning weakness 5, and if your speed doesn’t have the Swim keyword, all your power rolls take a bane.The bridge is 4 squares above the river.
Height
<ul style="list-style-type: none">The water is 2 squares deep.

Encounter

The heroes, the wagon, and Mr. Coppertoe all begin in the box marked “START.” The positions of all enemies are immediately detectable.

Party Size	Location	Enemy Forces: <i>Lizardfolk</i>
2	Bridge	Squad A: 5 Tonguers (m)
	Battlements	Squad B: 5 Grunts (m) Squadless: 1 Skyterror
4	Bridge	Squad A: 8 Tonguers (m)
	Battlements	Squad B: 8 Grunts (m) Squadless: 2 Skyterrors + 1 Bloodeye

** for unlisted party sizes, add 5 Shellguard (m) in a new squad (Bridge) per extra member over a listed party size.*

1 Players should always know exactly what the conditions are to earn Victories in each encounter in this adventure. Just read it aloud before they draw steel.

Tactics

The Grunts each carry a citizen (grabbed). The citizens do not have turns in combat and cannot act, nor escape the grab themselves. Upon freeing a citizen from a grunt, the citizen manages to immediately slip through the combat and escape back into the town through the gate.

The tonguers can pull the heroes into the water, where their power rolls have banes. The bloodeye can attack from high ground, where it has an edge. The skyterror can fly between the bridge and the battlements. The shellguard give the heroes banes, which prevent them from using opportunity attacks.

If the heroes are tanky (30+ Stamina) or the players are confident, assign the Skyterrors to captain the minion squads.²

Round 2 - Deatheye Yslansh

At the beginning of the 2nd round of combat, the heroes are interrupted by the call of a warhorn from the forest behind them. From the trees appears an entire lizardfolk warband, carrying even more citizens.

A cloaked figure emerges further and throws back their hood. A pale face with one jet-black eye looks out at the heroes and points a crooked finger.

The corpses of guards and lizardfolk alike around the gate arise as undead and attack! The warband and their cloaked leader disappear back into the forest.

The following enemies join the combat. They do not attempt to escape, all they know is **kill**.

Party Size	Location	Enemy Forces: <i>Undead</i>
-	Bridge	Squad C: 5 Rotting Zombies (m)

2 Generally, it’s better that the players clearly understand which enemies are minions (“these ones look particularly frail and untrained”) and which are captains commanding minions (“they seem to listen to the orders of this one”).

Entering Ivywatch

Black ropes hang from the battlements of Ivywatch. The road through the gate into Ivywatch leads directly to the town square.

- If the heroes walk the road, they see a dead guard in the road with a silver locket clutched in his hand. The locket holds a picture of a young adult human. The locket is inscribed “K+V” in a heart.
- If the heroes climb up and over the town walls, they pass a dead guard sprawled on the wall, reaching toward a small chest. Within the chest is a single **Healing Potion**.

The main road through the town is flanked on either side by high-density two-story buildings, some of which seem to have been hit by.... something. Their roofs have caved in. Go to [Scene 2](#).

Scene 2: The Stone

In the center of the town square is small, fenced-off grass square. In the center of the grass is a depression of dirt, with more dirt loosely scattered heading north from the depression.

A sign on the fence reads “This obelisk is our duty to protect, given to us by the brave and honorable Knights of Golden Ivy. We await their return from the final battlefield. Until then, we watch over this treasured stone.”

The roof of the tavern in the town square is caved in like some of the buildings along the main street, but it’s front wall is also completely collapsed, exposing the culprit: an iron orb the size of a horse.

The tavern’s sign reads “Derioc’s Respite” in Caelian and has a wood carving of a knight with the horns of a stag holding a mug in one hand and an axe in another.

A black chalkboard in front of the tavern is knocked over. In flowery script, handwritten is a poem of sorts.

*“They plan to invade us, the terrible foes,
They sharpen their teeth and claws and swords,
All for naught against our mighty brews!”*

Taking the High Road

The road continues sloping up, leading to the tallest hill upon which sits the keep. Go to [Scene 3](#).

Scene 3: The Keep

The inner walls of the keep hide a microcosm of the town itself. Dozens of families are anxiously waiting in the courtyard, stables, and animal pen. A few people move among the crowd, calling out names.

The keep is a temporary sanctuary. Safe enough, a respite would be possible here.

Meeting with the Lord

A human woman in a gambeson with a sword at her hip speaks with a family nearby. She's flanked by an older polder gentleman, dressed smartly, but not for battle. He looks around, spies you, and whispers into the woman's ear. They both approach you.

"My guards told me you saved us from a second encounter with the those damned Hawklords. I thank you for that. Did you happen to see a merchant cart on your way into town, driven by a polder? Might look like my steward here?"

The steward is Lewin Coppertoe's cousin, Calvan Toppahill. He suspects the "heroes" are vagabonds, were Lewin's bodyguards, and that they killed him and stole his goods at the first opportunity. He has no evidence, he's just suspicious of outsiders.

The woman is Gwenyll Thornton, **the Lord of Ivywatch**. If the heroes did kill Lewin, she knows the truth will reveal itself in time. But she fights the battle in front of her, and right now, that's accounting for the health and safety of the citizens of Ivywatch.

This is not necessarily a negotiation, but the heroes can, with proper arguments and successful tests, be rewarded:

- If the heroes can prove that they escorted Lewin Coppertoe to the city and that he escaped, alive, then they **earn 1 Renown**.
- If the heroes show the locket from The Gate, the letter from The Market, or the rosary from The Chapel, and can persuade the Lord and the steward that they didn't steal or kill to possess it, then they are awarded one **Healing Potion** per item and told who to seek among the citizens to return the items.

locket	Vaughn Morris, the tailor
letter	Jacqueline Mills, the farrier
rosary	Father Edmund, the pastor

The Lord and the Luthier

While the heroes speak with Lord Thornton and her steward or before they can leave the conversation, a frantic man interrupts them.

"Strangers! Did you see a young girl among the lizards? A blue dress with a white ribbon? It might have been dirty! Brown, black! She has green eyes, she's missing a tooth here!"

The man quickly points to his left front tooth. He turns to Lord Thornton.

"My Lord, please, Ellyn is still out there. I'll be quick and silent, just let me go, please!"

The man is Alan Reese, a luthier. Alan's wife died in childbirth, he lives alone with his daughter Ellyn. Alan and Ellyn were separated in the raid on Ivywatch. Alan wants nothing more than to leave the walls of the keep and search for his daughter.

Lord Thornton wants to account for all citizens, but won't let a single one she knows is alive and in her grasp escape from her, including Alan.

Alan Reese and Lord Thornton each make a plea to the heroes:

“You can leave these walls and you can handle yourselves! Please, find my daughter! Find Ellyn! Before it’s too late!”

*“Anyone not in these walls are likely already dead, but you are **alive**, Alan. We are **alive**, we are **here**, and we need **help**. From anyone who can give it! Please stay! All of you. At least for a day.”*

As long as the heroes choose to help, whether they side with Alan or Lord Thornton, they **earn 1 Victory**.

- If the heroes side with Lord Thornton and decide to stay for at least a day, they take one **Respite** (go to “Respite in Ivywatch Keep”).
- If the heroes side with Alan and decide to leave immediately, the Lord acquiesces and tells the party where the citizens have likely been taken by the lizardfolk: Fort Ranaghan (go to “Setting Out”). The heroes **earn the Marshal title**.

Respite in Ivywatch Keep

In addition to their downtime activities, during their Respite in Ivywatch Keep, the heroes can speak with any number of the citizens of Ivywatch (see “The Citizens of Ivywatch”).

After the respite finished, Alan joins the heroes and explains to them rumors he’s heard of a strange ruin out in the forest that lizardfolk have been seen around in the past: Fort Ranaghan (go to “Setting Out”).

Setting Out

Whether hearing of Fort Ranaghan from Lord Thornton or from Alan Reese, the heroes learn the general direction of the fort from Ivywatch.

When the heroes are ready to leave, finding and approaching the fort will be a single montage test. The failure limit is 2 and the success limit is equal to the number of heroes + 1 (minimum 3, maximum 6).

The challenges of the montage test align with the rumors of the fort’s location.

Finding the Fort

- *The fort sits atop a tall hill, and the summer sunset casts a shadow from the fort’s tower all the way down to Ivywatch.*
- *Lichen on trees near the fort grow on the side of the tree facing the fort instead of the north.*
- *All the plants and mushrooms near the fort have been picked clean of anything edible, leaving only poisonous variety.*
- *Except in the winter, a low thunderous rumble echoes off the walls of the fort constantly.*

Approaching the Fort

- *Old anti-siege trenches dug around the fort have filled in and turned into tar pits that hold onto their dead jealously.*
- *The fort is constructed with ancient elven architecture and hold many secret entrances and exits only the elves would recognize.*
- *An enormous and hideous monster guards the fort, having made a devil’s pact with the lizardfolk. Its gaze can pierce stone, leaving nowhere to hide.*

The heroes arrive at the fortress. Their successes and failures determine the circumstances of their arrival (continue the adventure with [Part 3: Fort Ranaghan](#)).

The Citizens of Ivywatch

Vaughn Morris, The Tailor

- Rumors
- Side-quest: please find this!
- Rewards for side-quests
- How do they feel about the central tension?

Jacqueline Mills, The Farrier

Father Edmund, The Pastor

Part 3: Arcadia

Tullov Vale is a region particularly close to Arcadia. Their frequencies harmonize. The Knights of Golden Ivy were once stationed here to protect the border between the manifolds. Threatened by an evil they anticipated they would not be able to hold off, they positioned a stone to act as a lock, and entered Arcadia, never intending to return and ready to fight to the last.

In Arcadia, the war still rages. Centuries have passed in Orden, but in Arcadia, it has been only a few short months.

The Arcadian Tension

Who is the evil they fight? What is the oath they swore? Will they fight to the last (they swore an oath to fight – but the fight is hopeless), or entreat with the villain (the only way to save the people – the other part of the oath)?

Knight Commanders

These are some of the most important movers and shakers in Tullov Vale.

Gwenyll Thornton, Lord of Ivywatch

“We’ve survived worse, and we did it by looking out for ourselves. And nobody else.”

Lord Thornton is skeptical of anything but a **decentralized Vale**.

Motivations:

Pitfalls:

Rewards: