

Scene 5: The Radenwights

The forest opens to a small clearing with a stone structure sinking in a pond in the center. Part of the lizardfolk warband is taking a short break and you've caught them unawares.

Allow the heroes to devise a plan of attack. Ask them leading critiques like “what if they have a scout you can't see?” and “what's plan B if you all roll poorly?” Finally, ask them “are you absolutely sure that you're ready?”

When the heroes enact their plan, interrupt them right before the first ability is used:

Suddenly, you hear a booming and nasally voice.
“The heroes have caught the warband unawares!”
And a guitar strums. The lizardfolk in mere seconds are packed and heading out of the clearing, fleeing the heroes and the voice.
“But they are a step too late! Will their mistake cost the townsfolk their VERY LIVES!? Perhaps a different party of heroes are better suited to the rescue mission... A party such as...”
A small group of armed radenwights (and one playing guitar) appear from among the ruins.
“THE GILDED DOOM OF HEAVEN'S FANG!”
“And now, it's time to DRAW STEEL! As narrated by ME, your humble narrator!”
“THE MAGNIFICENT MERLU!”

Throughout the fight, Merlu taunts the heroes and feeds them clues about the lizardfolk's lair's location simultaneously. For example:

The tactician hesitates in her strike as her thoughts wander to the fate of the poor citizens, whisked away to the evil, mossy lair of the scaly fiends!

Merlu's voice is coming from a magical stone in the pocket of one of the radenwights.

The clues Merlu feeds the heroes are:

- The fort sits atop a hill like a sentry and casts a portentous shadow directly over Ivywatch.
- The fort is surrounded by poisonous mushrooms and weeds.
- The fort echoes with the rumble of a waterfall, which mimics the growl of the fort's guard.

Draw Steel! “The Radenwights”

The Gilded Doom of Heaven's Fang attempts to prove they are the superior heroic party, with steel and blood!

Earn 1 Victory for defeating the radenwights.

Encounter

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

Party Size	Location	Enemy Forces: <i>Radenwights</i>
#	Ruins	Squadless: 1 Piper + # of Ratcroats

Tactics

Ratcroats are size 1S. If they use En Garde! against a hero larger than them, the power roll has an edge. Swarm a hero with the radenwights so that when one deals damage, the rest can make free strikes with Ready Rodent, and then the piper can refresh the use of Ready Rodent with their maneuver.

If only the piper remains, it surrenders.

To Be Continued!

When the fight ends, the heroes notice the stone that Merlu communicates through (or are offered the stone by the piper). Merlu concludes the narration:

“The heroes prove their worth! But their ego has cost them precious time! Will they discover Fort Ranaghan and the terrible secrets within? Will they save the citizens before it's too late!? Find out next time with ME, your humble narrator!”

“THE MAGNIFICENT MERLU!”