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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 10 and 18 Victories.

Adventure Background

Ajax orders the Hawklords to steal the Sealing Stone from Ivywatch and bombard the town. Lizardfolk in the area seize the opportunity to raid the razed town and take citizens back to their fortress lair, as food and as sacrifices to their evil reptile god. With the Sealing Stone stolen, long held-shut portals to Arcadia open wide, letting anything through...

Synopsis

The heroes escort a merchant to Ivywatch and stumble into lizardfolk up to no good. They can pursue the lizardfolk to a nearby cave or go straight to Ivywatch as its still being raided. The heroes are tasked with saving the stolen citizens from the lizardfolk holed up in a nearby fortress. The heroes meet and potentially negotiate with a squire to knights battling against forces of evil in Arcadia, then battle Deatheye Yslansh and the deity she summons, Excrucior Interfectus.

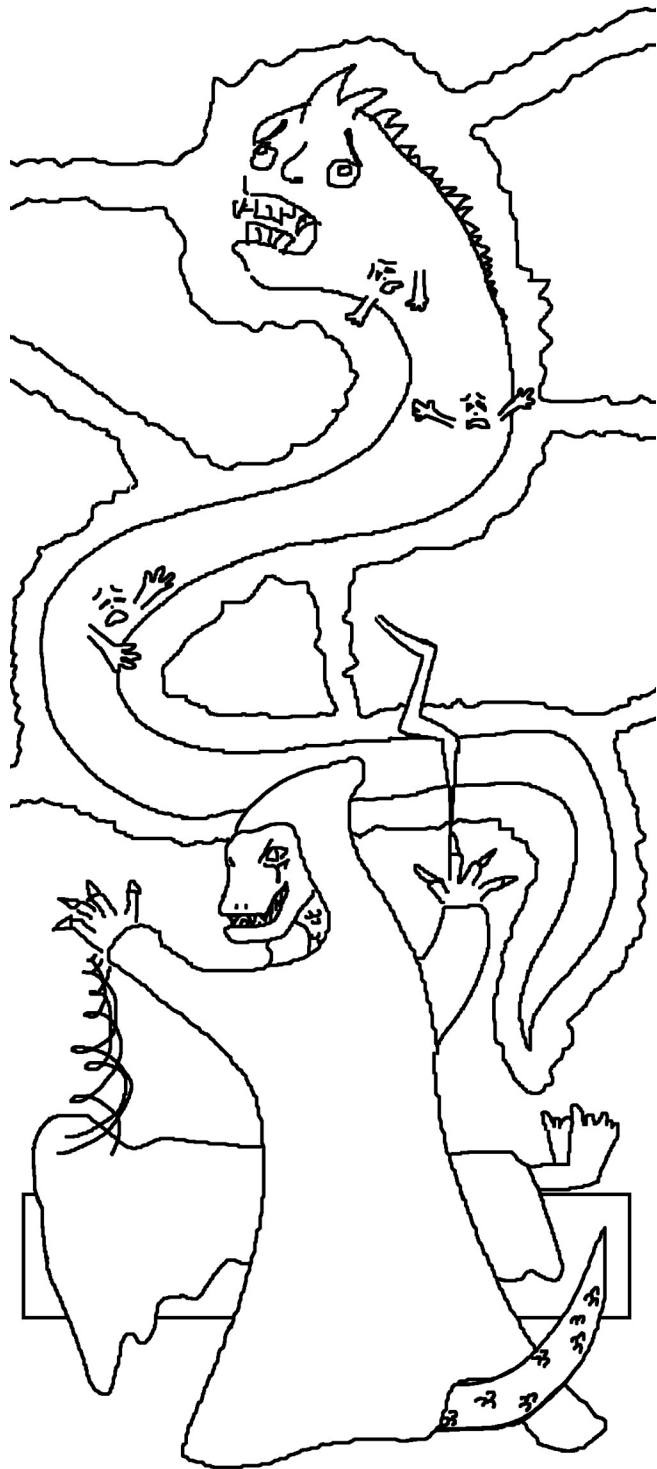
Adventure Hook

The following adventure hook leads the heroes into the Prologue of *Raiders of Ivywatch*.

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.

If the heroes arrive in Ivywatch for their own reasons, go straight to the town (Part 1B). The following hook can be used to lead the players to Ivywatch.

Distant Assault: The heroes see Ajax's Hawklords carrying their notoriously destructive iron orbs. Wherever the Hawklords are taking those, there are likely to be people in need of heroic assistance.



Deatheye Yslansh summons Excrucior Interfectus

Prologue: Ambush

You've spent the last few days following the Baron's Road 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!

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.
- Ask the players what their heroes' marching order is while traveling. Mr. Coppertoe drives the wagon. The heroes are expected to not ride the wagon, but whether each of them walks alongside, scouts ahead, brings up the rear, or otherwise is up to them.

The sun is high, filtering through the canopy of trees stretching over the road. The terrain is more hilly today, the road winding between embankments.

Low ground and surrounded by blind spots...

You round a corner and the path is blocked by two felled trees right in front of a bridge. Another wagon lies broken in a ditch. Dried blood covers the road. You hear chittering around you in the forest.

It's an ambush!



Lewin Coppertoe

Draw Steel! “Blocked Bridge”

Lizardfolk ambush the heroes and their employer.

Earn 1 Victory for ending the threat while keeping Mr. Coppertoe alive.¹

Movement

- Squares with a tree grant cover (whether on the ground or in the tree).
- Squares with any amount of tall grass count as difficult terrain and grant concealment.
- 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.

Height

- The water is **1 square** deep.
- Standing trees are **2 squares** high for the purposes of climbing and jumping from.
- Fallen trees are **1 square** high for the same.

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.

Encounter

The heroes, the wagon, and Mr. Coppertoe all begin in the box marked “START.” The positions of each enemy in **Squad A** are immediately detectable, all other enemy forces start concealed.

Party Size	Location	Enemy Forces: <i>Lizardfolk</i>
2	Ridge Bridge Water	Squad A: 1 Bloodeye Squad B: 5 Tonguers (m) Squad C: 5 Tonguers (m)
4	Ridge Bridge Water	Squad A: 2 Bloodeyes Squad B: 5 Tonguers (m) Squad C: 5 Tonguers (m) Squadless: 1 Scaletooth

* for unlisted party sizes, add 1 Bloodeye (Water – Squadless) per extra member over a listed party size.

Tactics

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. If the heroes are tanky (30+ Stamina) or the players are confident, assign the minion squads captains.¹

If you ignore the reference map and instead start the party on the bridge, the encounter is much harder, as the lizardfolk have more angles to pull the heroes into the water from and more high ground to attack them from within range.

Ambush Averted

The lizardfolk slain, the scene becomes more obvious upon inspection. It looks like bodies were dragged from the wagon with resistance into the forest.

Mr. Coppertoe asks that the heroes clear the road, ignore the scene, and continue with him to Ivywatch. But there might still be people in need of help...

Mr. Coppertoe warns, a nervous quiver in his voice:

“Allow me to courteously remind you: if any one of you leave, the contract is broken and the reward is forfeit. And my cousin would be very disappointed!”

If the heroes choose to follow the tracks through the woods, they have no trouble (no skill tests needed). Continue the adventure with [Part 1A: The Cave](#).

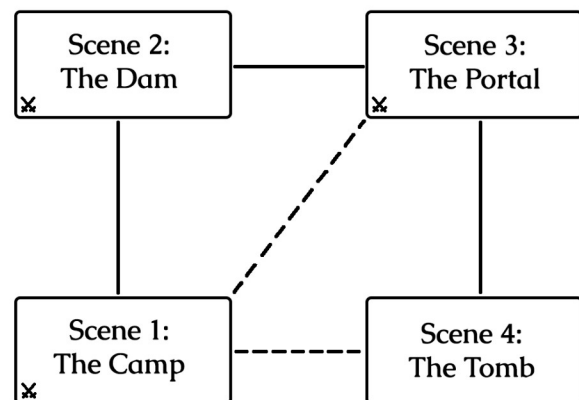
If the heroes choose to accompany Mr. Coppertoe and his goods all the way to Ivywatch, continue the adventure with [Part 1B: The Town](#).

Part 1A: The Cave

You follow the trail through the forest with ease. The obvious tracks suggest a struggle.

Maybe the abductees still live!

Scenes



¹ 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”).

Scene 1: The Camp

The trail leads upstream to a cave mouth in a tall escarpment. The stream flows out of the cave. A small lizardfolk camp is set up just outside the cave, and a few guards patrol the grounds lazily.

A distant echo of a scream escapes the cave. A couple of the lizardfolk guards look at each other, bare their teeth, and make barking noises.

On the fire is a roasting spit with the head of a horse, the eyes already removed.

Draw Steel! “The Camp”

The heroes surprise the lizardfolk guards at their cave.

Earn 1 Victory for killing all non-minion enemies before they can reach the box marked “ESCAPE.”

Movement

- Squares with a tree grant cover (whether on the ground or in the tree).
- Squares with any amount of tall grass count as difficult terrain and grant concealment.
- 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.

Height

- The water is **2 squares** deep.
- Standing trees and wooden platforms are **2 squares** high for the purposes of climbing and jumping from.

Miscellaneous

- Walls adjacent to toxic plants on the map only have 1 Stamina and crumble if a creature or object is force moved into them.
- Two windows provide full cover to targets of ranged abilities shot through them, unless the attacker is adjacent to the window.

Encounter

The heroes begin in the box marked “START.” The positions of each enemy in **Squad A** are immediately detectable, all other enemy forces start concealed.

The enemies have not yet noticed the heroes’ approach.

Most of the lizardfolk appear to be under-equipped and not paying attention. You see one that looks more attentive and kitted-out enter a small cave entrance off to the side of the camp...

Your instincts as a hero tell you it would be best to kill any of the attentive-looking lizardfolk before they can retreat further into the cave.

Party Size	Location	Enemy Forces: Lizardfolk
2	Outside	Squad A: 1 Scaletooth (capn) + 5 Tonguers (m)
	Inside	Squad B: 1 Bloodeye Hazard: Toxic Plants (DTO)
4	Outside	Squad A: 1 Scaletooth (capn) + 5 Tonguers (m)
	Inside	Squadless: 1 Scaletooth Squad B: 1 Bloodeye (capn) + 5 Grunts (m) Hazard: Toxic Plants (DTO)

** for unlisted party sizes, add 1 Bloodeye (Outside – Squadless) per extra member over a listed party size.*

Tactics

The bloodeyes in the cave can attack from the windows, granting them full cover. The non-minions will try to escape up the river (using their swim speed) starting on the 2nd round.

Delving Deeper

If the heroes gain access to or otherwise notice the hidden passage, then they can go deeper following the toxic plants (go to Scene 3) or away from the plants (go to Scene 4).

Otherwise, they can go deeper into the cave along the river (go to Scene 2).

Scene 2: The Dam

The river slows as you go deeper into the cave until you reach a small pool at the base of a dam in a large chamber.

A glow pulses green and purple at the highest ledge, a lizardfolk in a cloak hunched over what looks to be a body. Smoke rises from the body and congeals into a face with one grotesquely engorged eye. A voice fills the chamber as if spoken from the walls.

“Bring more bodiessss...”

The face evaporates and the cloaked lizardfolk barks orders at someone unseen.

“Kill the prisoners!”

Draw Steel! “The Dam”

The lizardfolk in the deepest chamber of the cave intend to kill the prisoners unless the heroes can intervene in time.

Earn 1 Victory for clearing the area of lizardfolk.

Earn 1 Victory for saving enough prisoners.

Movement

- 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.

Height

- The water is **2 squares** deep.

Encounter

The heroes begin in the box marked “START.” The positions of each enemy in **Squad A** are immediately detectable, all other enemy forces start concealed.

The enemies have not yet noticed the heroes’ approach.

The prisoners each have 15 Stamina and cannot move while they are caged. As long as there are minions in the battle, only the minions will attack the prisoners. The non-minions will focus on the heroes.

Any non-minions who escaped the combat in Scene 1 are added to this combat and are **Squadless**.

Party Size	Location	Enemy Forces: Lizardfolk
2		Squad A: Squad B: Squad C: Hazard: Toxic Plants (DTO)
4		Squad A: Squad B: Squad C: Squadless: Hazard: Toxic Plants (DTO)

** for unlisted party sizes, add 1 Bloodeye (Water – Squadless) per extra member over a listed party size.*

Tactics

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 Prisoners and Leaving

If the heroes save at least one prisoner, the prisoner tells them that his home is Ivywatch and he wants to return as soon as possible. He will follow the stream and wait at the mouth of the cave for the heroes (there’s no need to escort anyone out of the cave).

On a crate nearby lies a crude map with a big red X on a town. A hero that succeeds an **Easy Intuition or Reason Skill Test** recognizes the map as the surrounding region and the town under the red X as Ivywatch.

The heroes can leave the cave entirely by following the stream (continue the adventure with Part 1B) or go down the cobblestone hallway of toxic plants (go to Scene 3).

Scene 3: The Portal

You arrive upon a large, cool, cobblestone chamber. Statues are lined against the wall, each a different knightly figure, but all covered in strange plants you've never seen before. A huge stone structure in the back of the room appears as if it were a gate leading to nowhere.

Upon looking more closely at the statues, the heroes notice the following:

- The statues have the names of the knights written on each. There are four statues: Andreja, Derioc, Grigor, and Nicklaus.
- Each knight wears a helmet with stag horns.
- Each statue has an inscription written beneath the knight's name, but only two are legible.

Andreja's Oath

*'Tis to glory we steer, for the lives of all.
To honour we answer, our hearts and our blades,
As one, we call.*

Derioc's Oath

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

The strange gate in the back of the chamber sparks as if a ghost of a fire were lit in its center, which then spreads to the edges like an egg in a pan. The flame swirls, and through it steps two mangy animals, cowering and leashed by thorny vines, in front of a hideous, hairy, humanoid beast of a creature. The creature whips its pitiful mutts and they yelp. It laughs, smiling with rows of razor sharp teeth as its gaze lands upon the heroes.

Draw Steel! "The Portal"

The face off against a creature from the portal.

Earn 1 Victory for killing the creature and saving its pitiful animals.

Encounter

The heroes begin in the box marked "START." The positions of the enemy is obvious.

Until the animals are freed, they each obey the creature's orders. They cannot move beyond 4 squares from the creature. If they start their turn beyond 4 squares from the creature, they must attempt to move to within 4 squares of the creature as part of their turn.

Force moving the animals to a square beyond 4 squares from the creature, or vice versa, requires an extra 3 squares of movement, as if pushing through a wall of mundane wood.

If the animals are force moved beyond 4 squares from the creature, or they end their turn beyond 4 squares from the creature, they are freed and they escape the encounter, saved.

Party Size	Location	Enemy Forces: Lizardfolk
#	Portal	Squadless: 2 Bark Hounds + 1 Wode Houndmaster

** the Houndmaster has Stamina = 60 + 10 * party size*

Tactics

The hounds will use their action to gain barkskin. Then when the wode houndmaster would take damage, it will use its triggered action to make the hounds take damage instead, and the hounds can use their trait to half the damage.

Pressing Onward

If the heroes saved one or more of the animals, they can attempt a Skill Test to gain their trust and make them retainers (Bark Hound retainer).

The heroes can go deeper (go to Scene 2), or leave the cave through the toxic plants (go to Scene 1) or the collapsing hallway (go to Scene 4).

Scene 4: The Tomb

The long cobblestone hall branches to passages going further down, all filled with dirt and rubble, long since buried. At the end of the hall is a chamber with an exit to the outside. What little light filters through the overgrown oculus in the ceiling falls upon a sculpted wall depicting a stag-horned knight.

The wall's inscription makes clear it tells a story of Knight Andreja. It shows her battling against evil forces and protecting a town and its people. She leads an order of knights all with great shields upon which is painted a seven-pointed star, gold on green. Her oath is written again here.

Andreja's Oath

*'Tis to glory we steer, for the lives of all.
To honour we answer, our hearts and our blades,
As one, we call.*

The final panel of the wall shows Andreja alone next to dozens of coffins, each adorned with a great shield.

A Hidden View

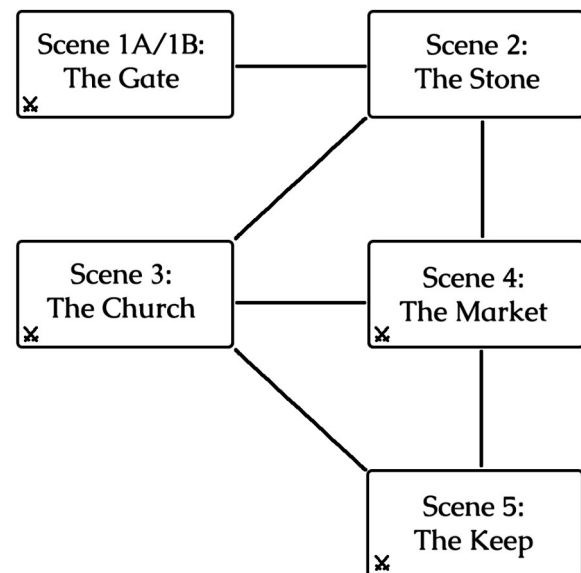
Outside, the entrance to the chamber is totally overgrown, hidden to anyone who didn't already know it was there. A single stone great shield with a seven-pointed star in the center adorns the keystone of the entry archway.

The structure is positioned on a ledge and overlooks the lizardfolk camp and the cave entrance (Scene 1).

Part 1B: The Town

You arrive at Ivywatch, but something's very wrong. The drawbridge is lowered, but smashed to pieces. Smoke rises from the town behind the walls. Black ropes hang from the battlements of the gatehouse down to the moat below.

Scenes



If the heroes arrive in Ivywatch **after the events in the cave in Part 1A**, go to Scene 1A: The Gate.

If the heroes arrive in Ivywatch **directly from the Prologue**, having never been to the cave in Part 1A, go to Scene 1B: The Gate.

Scene 1A: The Gate

Lewin Coppertoe's wagon is parked at the end of the stone bridge leading to the broken drawbridge, but Mr. Coppertoe is nowhere to be seen. The wagon itself is a mess, but no cargo remains. It was picked clean like meat from a bone. The gatehouse's thick wooden doors across the moat are closed shut and bodies lie against it in pools of blood.

Whatever fight happened here is long finished, but a distant scream echoes from up the hill in the town.

If the heroes arrive with citizens they saved from the cave in Part 1A, the citizens are totally aghast at the scene of devastation before them. With the bridge out, it's not obvious how to accompany the citizens into the town, or whether it would even be safe to do so.

Ask the players how the heroes cross the moat. A 3-square gap lies between the stone bridge and the broken drawbridge. The battlements of the gatehouse and of the town's walls are all 5 squares tall.

No skill tests are necessary, as there are no obviously dramatic consequences for failure in this scene.

- 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 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 road through the front gate runs straight to the town square (go to Scene 2).

After Scene 2, the adventure continues by skipping Scenes 3 and 4, and instead progressing directly to Scene 5: The Keep.

Scene 1B: The Gate

The heroes arrive in Ivywatch **directly from the Prologue**, having never been to the cave in Part 1A.

- If Lewin Coppertoe and his cargo are with the party, the heroes **earn 1 Victory**.

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.

"I... we must head back! And you must accompany me! My cousin I'm sure is holed up in the keep safe and sound."

Lewin gestures toward the castle in the distance on the tallest hill in Ivywatch.

"I'll write to him! Yes! Let's go now!"

Lewin begins to steer the horses around as he looks at the heroes expectantly.

"Don't be heroes. Come on!"

Draw Steel! "The Gate"

Swinging by their long tongues, a handful of lizardfolk jump up onto the bridge from the moat below. From behind the crenelations on the battlements, more lizardfolk are revealed, some wearing man-clothes awkwardly: tunics upside down and shirts worn as pants with the tail through the neck-hole. All the clothes are stained with blood. One of the lizardfolk glides seems alarmed at seeing the heroes and glides down to the road, heading towards the main gate up the hill.

Lizardfolk are raiding Ivywatch and surprise the heroes on the bridge at the gate.

If Lewin was with the heroes, he runs off, leaving his wagon behind. The lizardfolk don't pay him attention.

Earn 1 Victory for killing all non-minion enemies before they can reach the box marked “ESCAPE.”

Movement

- 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.
- Squares with bushes are difficult terrain.

Height

- The water is **2 squares** deep.

Encounter

The heroes begin in the box marked “START.” The positions of each enemy in **Squad A** are immediately detectable, all other enemy forces start concealed.

Party Size	Location	Enemy Forces: <i>Lizardfolk</i>
2	Bridge Battlements	Squad A: 6 Tonguers (m) Squadless: 1 Skyterror + 1 Bloodeye
4	Bridge Battlements	Squad A: 6 Tonguers (m) + 1 Skyterror (capn) Squadless: 2 Bloodeyes

** for unlisted party sizes, add 6 Shellguard (m) in a new squad (Bridge) per extra member over a listed party size.*

Tactics

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.

Entering Ivywatch

The road through the gate into Ivywatch leads directly to the town square. The road 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!”

Fork in the Road

The main road from the gate of Ivywatch splits into two at the town square. In the distance, down one road, the town church is visible, though the belltower is now missing its steeple (go to Scene 3). Down the other road, buildings are more densely packed and taller, leading to another square with the outdoor market (go to Scene 4). Both lead in the direction of the keep on the hill.

If the heroes went to the cave in Part 1A, skip the church and the market and continue the adventure by going directly to the keep (go to Scene 5).

Part 2: Ivywatch 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, Calvin 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.

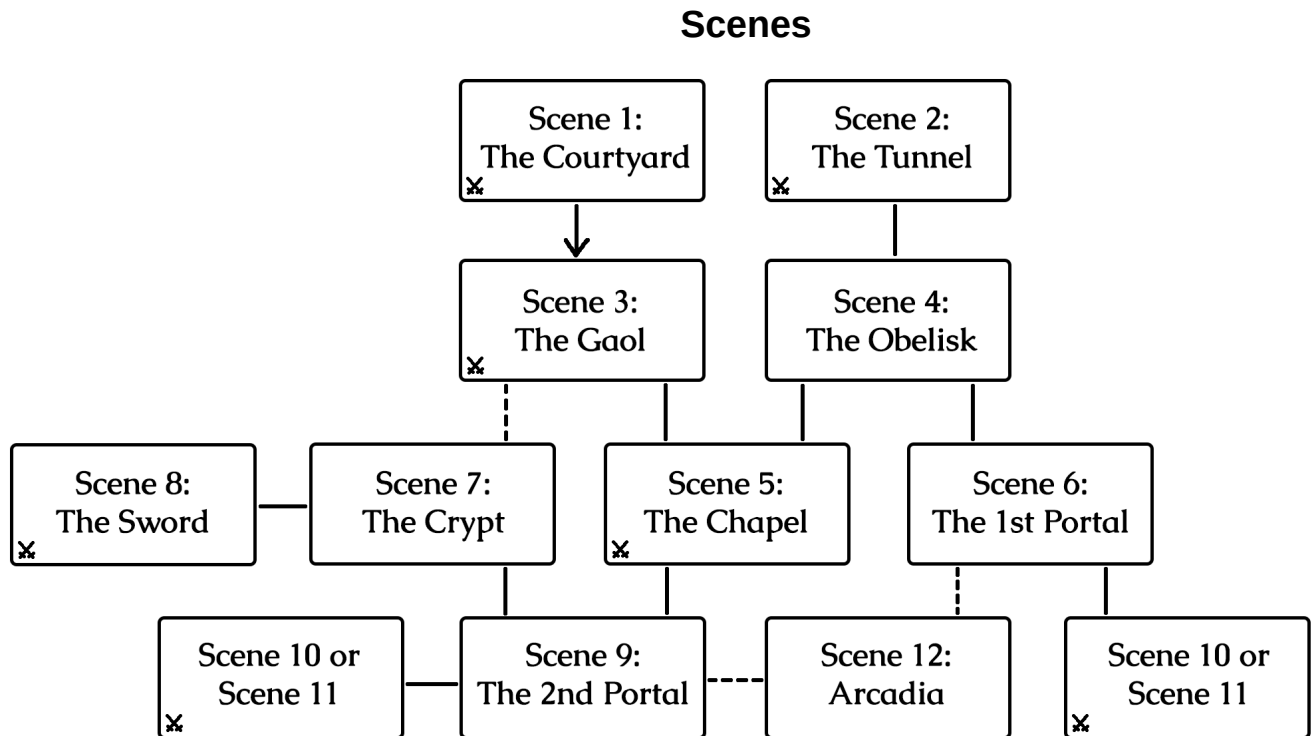
The heroes arrive at the fortress. Their successes and failures determine the circumstances of their arrival (continue the adventure with Part 3).

The Citizens of Ivywatch

Part 3: Fort Ranaghan

Partial success or failure on montage test! Scene 1.

Total success on montage test! Scene 2.

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