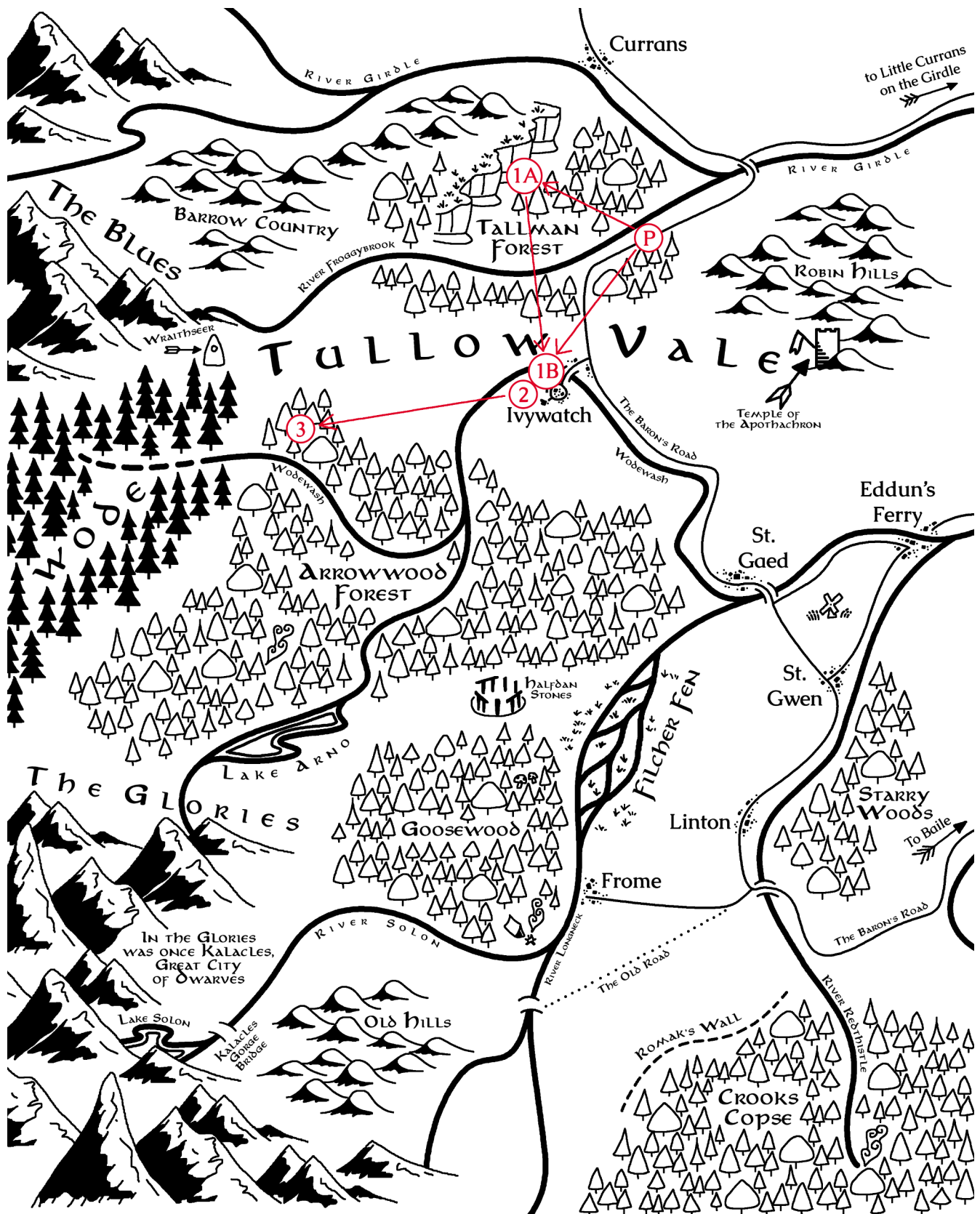


cover art by Jaelani / Rectopus (@jaelani36)

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Marked in red are the locations of each part of the adventure. P=Prologue, then Parts 1A, 1B, 2, and 3.

# 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 it's 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.

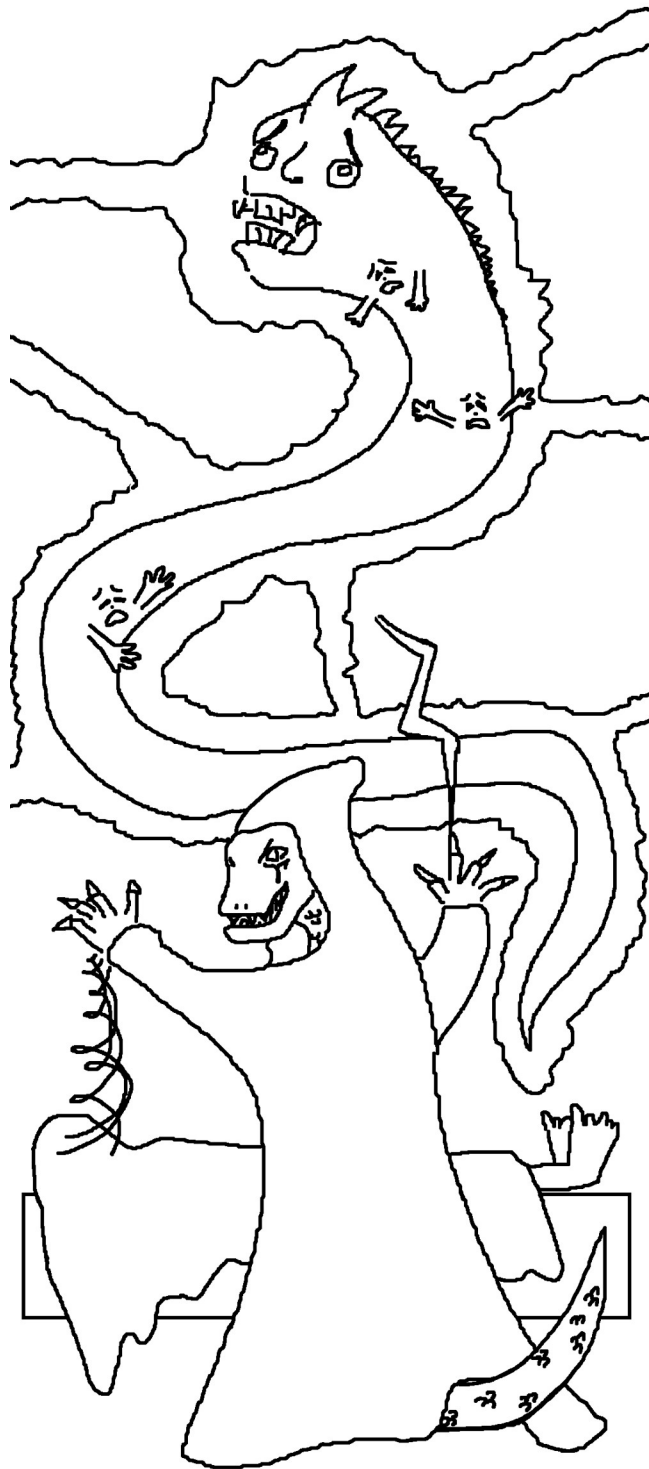
## Adventure Hook

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 delivering those, there are likely to be people in need of heroes.



*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.

## Major Factions & Leaders

### 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**.

### Wilim “the Idle” Griffies, Lord of St. Gaed

*“You weren’t able to save the peasants from their fate? A pity.”*

Lord Griffies **wishes he was King** Griffies.

### Tybald MacGraw, Guildmaster of the Company of Cordwainers

*“The company knows every boot in the Vale. Where it’s been and where it’s going.”*

Guildmaster MacGraw foresees the greatest profit in the Capital of a **centralized Vale**.

### The Mountain Reaching Downward in Still Water’s Mirror, Listener to the Apothychron

*“Listen long enough and the Vale’s history echoes. A speech becomes a legend becomes a speech again.”*

Listener Stillwater **does not want to compete with a King** for the hearts of her parishioners.

# 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.

For example, if the heroes do Scenes 2 and 4 of Part 3: Fort Ranaghan, then leave to take a Respite in Ivywatch, upon their return to the fort, they find this encounter in Scene 2 (Scene 4 is not a combat and has no battlemat).

## 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	-	<b>Squad A:</b> 1 Ghoul (capn) + 6 Rotting Zombies (m) <b>Squad B:</b> 2 Specters
4	-	<b>Squad A:</b> 1 Ghoul (capn) + 6 Rotting Zombies (m) <b>Squad B:</b> 3 Specters <b>Squadless:</b> 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.



## 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! Draw Steel!*



*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.<sup>1</sup>

#### **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.

<sup>1</sup> 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	<b>Squad A:</b> 1 Bloodeye <b>Squad B:</b> 5 Tonguers (m) <b>Squad C:</b> 5 Tonguers (m)
4	Ridge Bridge Water	<b>Squad A:</b> 2 Bloodeyes <b>Squad B:</b> 5 Tonguers (m) <b>Squad C:</b> 5 Tonguers (m) <b>Squadless:</b> 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.<sup>1</sup>

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...*

<sup>1</sup> 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”).

*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 make an **Easy Group Agility Test**, after which, the adventure continues with [Part 1A: The Cave](#).

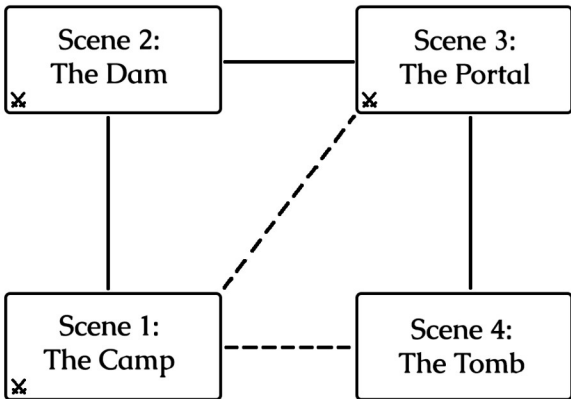
Half or more succeed	The heroes find a lizardfolk supply cache with <b>one Healing Potion</b> .
Fewer than half succeed	Anyone who failed their test is hurt by a lizardfolk trap on the way and is thus <b>slowed (save ends)</b> at the start of the next combat.

If the heroes instead 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



# 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.

During or after the combat, upon examination (or success on a secret, reactive **Medium Insight Test**), the walls near the toxic plants appear weakened and crumbling.

*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...*

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