

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.