

MacGraw Hideaway

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

MacGraw Hideaway

MacGraw Hideaway 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 2 and 6 Victories.

MacGraw Boss, Blarg

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.

BLARG ART HERE

Adventure Hook

MacGraw Hideaway assumes the following adventure hook.

Trademark Violation: The last few weeks, goblins have been attacking merchants along the Baron's Road in Tallman Forest and kidnapping victims. The Company of Cordwainers have been hit the hardest by the attacks, but were content to let the local authorities handle it in their own time, until the goblins gained the moniker of the "MacGraw Tribe." Tybald MacGraw, the guildmaster of the company, doesn't like sharing, least of all his name.

The company sends a contact to the heroes in Currans with a job: eradicate the creatures from their hole.

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 more recent, local Vaslorian duke, the lords of Tullow Vale now question whether to retain the town-and-lord system, paying taxes to but not protected by a distant and apathetic baron, or to centralize power under the Old Ways and choose a new King of the Vale.

Nearby Faction Leaders

Here are some faction leaders that are nearby, but do not appear in this adventure.

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."

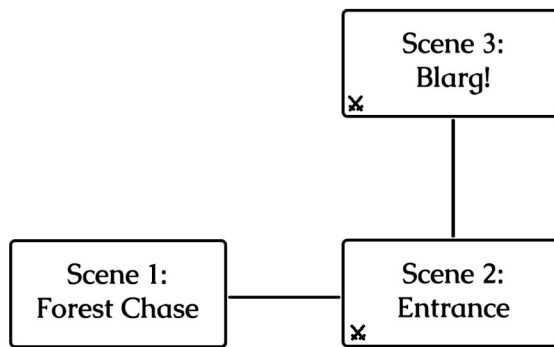
Guildmaster MacGraw foresees the greatest profit in the Capital of a **centralized Vale**.

Sombdy, Lord of Currans

"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.

Scenes



The scenes and how they connect in the adventure.

Every tree in Tallman Forest seems to hide an extra shadow. Every bird's song sounds a little suspicious.

Suddenly, a scream from a bit further down the road interrupts your focus, and then hones it.

You were just a step to late! As you round the corner, you see the last goblin hit a victim over the head and haul their unconscious body into the forest away from their burning caravan.

Goblins are well known for their ambushes. No normal person would willingly follow a tribe through their home turf.

Scene 1: Forest Chase

The contact in Currans told you very few details, but ultimately the job was very simple: eradicate the goblins terrorizing Tallman Forest from their hole.

And so you set out and here you are, on the Baron's Road heading south from Currans.

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

Dir. Note: Director notes like this contain information the players should **not** be told!

Take a moment to do the following:

- Encourage the players to introduce their heroes if they haven't already.
- Each of the heroes are each well-known in some region, if not this one. Ask each player what the title is of the most popular bard's song about their hero's exploits.
- Ask the players how their heroes each spend evenings in camp while on the road and which of their senses they most rely on while searching for goblins.

Following the goblin tribe through their forest is a recipe for disaster without taking extreme care. But if the party takes too much care, they won't be quick enough to follow!

The party attempts a **Medium Intuition Group Test** to keep an eye out for goblin tricks and traps.

- *Fewer than half succeed: The party feels eyes watching them from somewhere, but they can't tell from where exactly. In the upcoming combat encounter, the heroes can start anywhere within the box marked "START."*
- *Half or more succeed: The party smells blood in the air and they see no guards on the battlements of the town. In the upcoming combat encounter, the heroes can start anywhere they choose on the map.*

The party attempts a **Medium Agility Group Test** to follow the goblin tribe and not lose track of them.

- *Fewer than half succeed: The party feels eyes watching them from somewhere, but they can't tell from where exactly. In the upcoming combat encounter, the heroes can start anywhere within the box marked "START."*
- *Half or more succeed: The party smells blood in the air and they see no guards on the battlements of the town. In the upcoming combat encounter, the heroes can start anywhere they choose on the map.*

Scene 2: Entrance

The MacGraw goblins guard their encampment lazily, lounging by the campfire or staring off into the distance. Two of them prod a captured merchant, tied up in a cage. The merchant screams and the goblins laugh.

No one is aware that you've arrived. For now, the captive merchant is completely without hope, but in the meantime, you have the element of surprise!

The heroes begin hidden and in the box marked "START." The positions of all enemies are immediately detectable. Heroes take turns as if in combat, but as long as each turn ends with all heroes hidden, combat will not begin and enemies will not take turns.

Once the enemies are aware of the heroes, combat begins with the enemies surprised! Draw steel!

Draw Steel! "Entrance"

The MacGraw goblins retreat into their cave and try to kill the hostages on the way.

Earn 1 Victory for preventing any goblin non-minion from reaching the box marked "ESCAPE."

Earn 1 Victory for rescuing all the hostages before they are killed.

Height

- Each ledge and wooden platform is **2 squares** tall.
- Standing trees are **2 squares** tall and provide cover and concealment.

Dir. Note: Secret Tunnel

If the heroes enter the worg pen at any point, they automatically spot a size 1T crack in the wall between some boulders. The crack leads to an 8 square tall shaft, which leads to an alternate entrance to the next encounter. A size 1T hero can fit through the crack, or the crack can be busted wide open by destroyed or otherwise removing 1 square of mundane stone.

Party Size	Malice – Goblins Enemy Forces:
2+	Squad A: 4 Spinecleavers (m) Squad B: 2 Worgs Squad C: 2 Spinecleavers (m) Non-Minion A: 1 Cursespitter Non-Minion B: 1 Cursespitter
3+	Squad D: 4 Snipers Squad E: 4 Spinecleavers
4+	Non-Minion C: 1 Warrior
5+	More Non-Minions: 1 Warrior per extra hero beyond party size 4

Handling Hostages

- Each hostage has 8 Stamina.
- A hero (or retainer) can free all hostages adjacent to them using a single maneuver.
- Freed hostages deftly and immediately escape the combat, leaving the encounter.
- An enemy can grab a hostage as a maneuver. An enemy grabbing a hostage can move freely, bringing the hostage with them, but cannot convert their main action into a move action.
- A hostage can be freed from an enemy holding them by killing the enemy, making the enemy prone, or by force moving the enemy off of their square,

Dir. Note: Tactics

The first goblin minion to take a turn will unleash a shrill whistle. The worgs will move 15 squares (2x move action + maneuver) to get to the minion.

Minions: harass the heroes will the non-minions escape. Let the minions ride the worgs. If a non-minion were to ride a worg, they would escape too easily.

Spinecleavers can push heroes off of ledges to make them take falling damage!

Non-minions: first, move as fast as possible to a hostage. Grab the hostage and then begin moving as fast as possible to the box marked "ESCAPE."

Scene 3: Blarg!

The hawklords descend upon the keep, both against the heroes and among the townsfolk!

“We know the Jewel of Redemption is here, we know you have hidden it! Give it to us now and no one will get hurt!”

A stoic woman in leather armor walks forward and unsheathes a hand-and-a-half sword.

“Come and take it! Strike down a real lord and earn your jewel! If you can!”

Draw Steel! “The Hawklords”

The Hawklords attempt to kill Lord Thorton.

Earn 1 Victory and the pinfeather of a giant hawk for ending the immediate threat of the Hawklords and preventing them from killing the lord and any townsfolk.

Height

- Each ledge is **2 squares** tall.
- The upper floor and battlements are **4 squares** tall.

Encounter

If the gate was destroyed in the group test, use the “GATE FALLEN” map variant, otherwise use the “GATE STANDING” map variant. Likewise, if the bridge was destroyed, put the “BRIDGE FALLEN” prop on the map, otherwise put the “BRIDGE STANDING” prop on the map.

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

The heroes gain a temporary alliance with the **level 1 retainer “Gwennyl Thorton”** during this encounter.

Dir. Note: If Lord Thorton is close to death, her steward (an older polder) will throw himself in the way of the final blow, allowing Thorton a decisive strike on her attacker.

Party Size	Location	Malice – <i>Humans</i> Enemy Forces:
2	Bridge Keep	Squad A: 4 Guards (m) Squad B: 4 Guards (m) Squad C: 1 Knave + 1 Giant Hawk (mt)
4	Bridge Keep	Squad A: 6 Guards (m) Squad B: 6 Guards (m) Squad C: 1 Knave + 1 Giant Hawk (mt) Squadless: 2 Brawlers

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

End of Each Round: Loose!

At the end of each round, the hawklords drop another iron ball from the sky:

Round	Where & How to Drop
1	Drop on the heroes, avoid townsfolk.
2	Drop on heroes on the walls or bridge, destroying the structure and making them fall (and take falling damage).
3	Drop on townsfolk and heroes (ideally more heroes than townsfolk). Allow each hero to Assist the Test of one of the targeted townsfolk as a free triggered action.

Iron Ball Drop

KW: Area, Weapon

Distance: 3 cube anywhere on map

Target: Each enemy in the cube

Effect: Each target makes an **Agility Test:**

11-	7 damage; M<2 prone can’t stand (save ends)
12-16	5 damage; M<1 prone can’t stand (EoT)
17+	4 damage; M<0 prone

Tactics

The knave and its hawk in **Squad B** will spend their turn trying attacking Lord Thorton. The guards and brawlers will try to reach townsfolk, grab them, and then attack them and use them as meat shields. The trickshots can focus fire on the heroes (or the Lord if you want to be mean) from high ground.

Credits

Writing and Design: Gavin “GubDM” Grant

Playtesters: