
ASSAULT ON DUNMARK



Assault on Dunmark

Rumours & Hooks

Aye, you heard it right; Lady Petria slew young Moson in a drunken duel – now Lord Foster is rallying his army to march on Dunmark, raze the keep, and execute his son’s killer. Word is they’re after sellswords to bolster their ranks. Good time to be a mercenary, I guess?

A Deadly Duel

Lord Aeron Foster, as impulsive as he is portly, is renowned for two things: hatred of the *Celdwyns*, and his unflagging capacity for revenge.

For generations, the *Fosters* and *Celdwyns* have been bitter rivals in politics, love and (above all) mercantile endeavours. Regrettably for both families, their feud recently came to a head when *Lady Celdwyn’s* daughter *Petria* killed *Foster’s* teenage son *Moson*, in a drunken, back alley duel.

When this adventure begins, *Petria* is already in exile at the outpost of *Dunmark*, while her mother pleads for clemency in the *Royal Court*. *King Uldred*, long allied with both families, is in a difficult position. The events leading to the duel are unclear, and until further investigations reveal what really happened, *Uldred* is unwilling to pass judgment.

Predictably, *Lord Foster* is waiting for no-one and has already rallied his army to march on *Dunmark*, intent on sacking the keep and executing *Petria*.

Equally unsurprisingly, *Lady Celdwyn* half expected as much, and has bolstered *Dunmark’s* garrison with additional troops, commanded by the infamous *Sir Blaine* (the “*Green Knight*”), to repel the attack.

In summary, *Assault on Dunmark* is a “Mass Battle” scenario, involving hundreds of warriors fighting over the *Celdwyn’s* isolated keep, nestled between *Drelnor Forest* and the *Trackless Moors*.



The party might become involved in this adventure as hired mercenaries, conscripts, or other appointed warriors, sent to bolster *Foster’s* offensive - either through *Foster*, a bannerman ally, or other third party called to account for

some past reckoning. Part way through the scenario, the PCs might have the chance to learn the truth of the deadly duel, which may (or may not) prompt them to switch sides.

Foster's Army

Foster's army is made up of approx 700 footmen, 200 archers and 100 heavy cavalry. They are led by *Lord Fontaine* (20s, golden armour with Argona star icon, brave, commanding presence) and *General Baritos* (60s, balding, stocky, missing one ear). *Baritos'* fighting days are long past, but he is a fine tactician and well respected by his men. *Lord Foster* himself is not in attendance.

General Baritos, AC 15, HD 2 (15 hp), Longsword 1d8+1, 19: 2d6 soldiers appear to aid Baritos, S13 D10 C12 I15 P15 W15 Ch13 L11, Mv 30 ft. *Baritos'* fighting days are long past, but he can still swing a sword if he must. He rides a warhorse and is accompanied at all times by three knights (AC 16, HD 3, sword & shield).

Lord Fontaine, Champion, AC 15, HD 4 (27 hp), Sword 1d6+3, 19: a random limb is disabled (*Luck* save negates), S15 D15 C14 I12 P13 W13 Ch13 L10, Mv 30 ft. *Lord Fontaine* rides a warhorse. Shield may negate one directional attack (once).

Warhorse, AC 15, HD 3, Hoof 1d8+1, 19: trample for double damage and knocked prone, S19 D13 C16 I2 P10 W13 Ch6 L6, Mv 60 ft.

Cavalry, AC 16, HD 1, Lance 2d4+2, 19: knock prone, S14 D10 C13 I10 P10 W10 Ch10 L4, Mv 60 ft mounted. Cavalry come with a warhorse and cause double damage on a mounted charge. Shield may negate one directional attack (once).

Infantry, AC 14, HD 1, Sword, Axe or Hammer 1d8+1, 19: as weapon, S13 D10 C12 I10 P12 W10

Ch10 L4, Mv 30 ft. Shield may negate one directional attack (once).

Archer, AC 11, HD 1, Longbow 1d8, 19: as weapon, S10 D11 C10 I10 P10 W10 Ch10 L4, Mv 30 ft. Archers also carry a shortsword.

Celdwyn's Army

Dunmark's defenders usually consist of 150 outlanders (primarily silver miners, all willing and able to raise arms to defend against *Skorn*, barbarians, etc), and 150 permanent guard.

In expectation of attack, *Lady Celdwyn* boosts the garrison by 50 light cavalry, 350 men-at-arms and 50 archers only days before *Foster's* army arrives. Although the defenders have smaller numbers than the invaders, they have the advantage of defending from a fortified position.



Celdwyn's forces are led by the dreaded *Sir Blaine* (6'7", ruthless, mirthless, calculating), *Captain Stanton* (Short, black breastplate, dark hair with grey sides; confident) and *Brother Horren* (a cultist of *Graxus* (God of war, combat, struggle, glory), Half-Varnori, 5'10", stubborn, uncompromising). *Lady Celdwyn* herself is not in attendance.

Sir Blaine, Boss Monster, AC 16, HD 8 (81 hp), 2 x Sword 2d8+2, 19: disarm, S16 D10 C16 I11 P14 W16 Ch8 L11, Mv 30 ft. Boss Monster with Off Turn Attacks, Stronger Luck, Reroll Pool and Major Exploit Protection. Sir Blaine causes 2d8 base damage with a sword instead of 1d8, and may use the Fighter Adaptable ability 4 times/combat (Opportunist default style).

Armour of Cartigo

Unbeknown to most, *Sir Blaine's* plate armour is magical (he is ignorant of its history). The *Armour of Cartigo* is only twenty years old, fashioned by a master smith and enchanted by a dying necromancer in the mountain fortress of *Dol-Karok*. Infused with a dark spirit, the plate has at least four attunements (the first three are unlocked by *Sir Blaine*):

1. The amour is impossibly quiet, buoyant and lightweight, negating all armour penalties.
2. The wearer no longer requires sleep, food or drink. Their skin turns pallid and cool to the touch.
3. Once every 1d4 days, upon being struck, the armour drains the attacker's vigour, reducing their Str by 2d4 points (*Luck* (Con) save for half).
4. Once every 1d6 months, the armour's central gem pulses green, generating an *Anti-Life Field* (as the spell).

The armour is known to *House Lorca* (a powerful arms merchant in *Dol-Karok*), and the *Ordo Malefactos* (southern witch hunters). At the GM's option, agents of one or both might seek to acquire it at some future time.

Captain Stanton, AC 15, HD 6, Battleaxe 1d8+2, 19: injury roll (Luck (con) save resists), S16 D10 C14 I12 P13 W13 Ch10 L9, Mv 30 ft. Major Exploit Protection. Delmont may use the Fighter Adaptable ability 3 times/combat (Two hander default style).

Brother Horren, AC 15, HD 5, Flail 1d6+2, 19: trip or disarm, S14 D13 C10 I10 P10 W16 Ch11 L8, Mv 30 ft. Major Exploit Protection. Brother Horren may choose from the following blessings 3 times per combat: Lay on Hands, Holy Smite, Sever Arcanum, Turning.



On the March

Dunmark is approximately 10 days march to the southwest of the city of *Crow's Keep*, nestled between *Drelnor Forest* to the west, and the *Trackless Moors* to the east.

Travelling with the army discourages attacks from smaller forces, mitigating the threat of combat related encounters. Instead there is a 30% chance of an Marching Encounter every 12 hours. If a Marching Encounter occurs, roll 1d12:

1. *Gambling*: One or more PCs are drawn into a game of dice, cards or other gambling with 1d6+3 soldiers. On a *Luck* save (or Dex (Sleight of Hand) check), the PC doubles their gold (capped at 3d6+20 gp).
2. *Disease*: A swarm of diseased mosquitoes accosts the camp, threatening to infect the warm blooded. A *Luck* (Con) save is required to avoid *Bogland Shakes* (*Luck* (Con) save or moderate madness, plus 1d3 Dex loss due to involuntary shudders. 1d3 day incubation period).
3. *Brawl*: 3d4 moderately intoxicated soldiers pick a fight with the PCs; hurling insults, urinating on their tents, stealing their food, etc.
4. *Scouting*: The PCs are sent on advance scouting duties, and encounter a large 5d6+50 *Skorn* warband (Midlands p.104); the *Kromoc*, faces painted in purple coloured ichor. The *Skorn* will encircle and kill the scouts if possible, but will not pursue them more than a few miles if the PCs retreat back to the army (which the *Skorn* are aware of). Might be resolved as a Chase.
5. *Skirmish*: A highly mobile skirmish force (3d6+30 light cavalry riders with short bows) from *Dunmark* makes a surprise assault during the night, seeking to maim army horses and set supply wagons on fire. PCs seeking to put out fires or protect horses will be shot at.
6. *Downpour*: A heavy downpour turns the trails to thick, slippery mush, making travel particularly exhausting. PCs must make a Con check or suffer 1 Str loss.
7. *Sparring Match*: The opportunity to spar with *Lord Fontaine* arises one evening while the cookfires are burning. If a PC wins the bout, word spreads through the camp like wildfire, earning the adventurer considerable renown amongst the troops (advantage on Cha and particularly leadership related checks until the siege is over).
8. *Injured Soldier*: *Sorjan*, the best friend of an injured female soldier named *Hanne*, approaches the party for aid. *Hanne* has a pulled tendon (horse accident) and will miss the battle if the PCs cannot assist. An Int (Apothecary) check will cause the injury to sufficiently heal by the time the army arrives at *Dunmark*, much to *Hanne's* relief.
9. *Talent Show*: An impromptu "talent show" manifests one evening while the troops are in good spirits. Contestants take turns standing atop a small rise in a natural amphitheatre, earning praise or ridicule, according to their performance.

An impressive act by a PC earns them some celebrity amongst the men, and the approval of *Quartermaster Ridley* (female, 40s, wide berth, fearless, likes fine food - has access to all manner of military supplies).

10. *Starving Wolf*: Whilst scouting a forested region, one or more PCs detects a faint, mournful animal cry (Perc check). Searching the area reveals a pit trap (set by *Thuels* or *Skorn*) a short distance away, with a starving grey wolf inside, too weak to stand. The wolf's pack abandoned it days ago and are long gone. If restored to health, the wolf might become a loyal pet (particularly powerful bite, 1d6+1).

11. *Campfire Rumours*: The PCs have the opportunity to swap stories with other troops around the cookfires. If a PC offers at least one tale of their own, roll below (1d6):

- i. *Celia*, one of the camp cooks, is really a dirty thief, and deserves to 'ave 'er 'hands cut off! (true).
- ii. *Stonebrook Castle*, in the *Ulgoth Foothills*, was abandoned centuries ago after a terrible pestilence swept the land. Some say her treasures still lie untouched (true).
- iii. I 'eard *Brother Horren*, with the *Celdwyn's*, is a genuine prophet of the *Iron God*. Never seen a real prophet, m'self. Never want to, neither (true).

iv. *General Baritos* is blessed, they say. As long as he lives, he cannot lose a battle. It's his cloak, ye know, enchanted with the blood of the last unicorn. The *Celdwyns* will send agents to steal it, mark my words (false).

v. Yeah the *Celdwyn's* are filthy dogs - they've got sludding *Thuels* hiding in *Dunmark's* northern woods, waiting to ambush us. Scouts picked 'em up. Now we've got a little surprise for them, instead, eh lads! (false).

vi. *Moson* deserved what he got, dinne? Way I 'eard it, skirmy hobnob tried to force 'imself on *Petria's* friend in *Croftmon Alley* down by *Silver Gallows*, and she stabbed 'im in the lung for it. Little bastard died on the spot. One less asshole lord runnin' about. Thank you *Petria*, eh, hahar! (true, see **Event 21**)

12. *Thief!* A brazen thief posing as a cook (*Celia*, 20s, short dark hair, always carrying her wooden spoon) seeks to steal something from one of the PCs (from their tent, or person – coin pouch, potion, etc), ideally when they are distracted or asleep. A Perc (Detection) vs Dex 15 contest determines the outcome. The penalty for theft during a march is having a hand cut off.



The Battle

Foster's army arrives just north of the map about dawn, and the attack is underway by noon. Groups of soldiers swiftly assemble trebuchets and begin firing on the central keep, while battalions of infantry swarm the surrounds, clashing with *Celdwyn's* mercenaries in the field. When the battle reaches full tilt, more than a thousand warriors are fighting for their lives.

Area Locations

As the mass combat unfolds, the party must deal with *Critical Events* at a number of different locations. The PCs do not get to choose where they go, or where these events occur; like everyone else in the conflict, the adventurers are swept up in the tide of battle, inexorably driven by waves of unrelenting warriors.

To determine which **Area** the PCs are at each Mass Battle turn, the GM rolls 1d8 + the party's *Event Points* (see p.14). After determining location, the GM rolls for *Critical Events* (p.9). Depending on where the adventurers are, certain events may be more or less difficult to resolve successfully. The *Final Confrontation* occurs at **Area 15** (see also p.14).

At the GM's option, PCs that go to great lengths to influence their location (eg being as stealthy as possible, using flying magic, doggedly fighting to reach a specific spot, etc) may choose a location one point either side of the rolled result (eg, on a total of 9, the PCs may choose to be at Area 8, 9 or 10). A *Luck* check or other roll might be required (GM's call).

Areas 1, 2 – Higher Ground

Siege weapons are located here on high, rocky outcroppings, pummelling *Dunmark* with a steady barrage of boulders and flaming pitch.

Critical Events occurring down at ground level are harder to reach in a timely manner.

Area 3 – Raft Crossing

The deep and powerful *Grindstone River* carves its way through the lower flats here. Soldiers fell trees to the north and make rafts under cover of the rocks to cross to **Area 8**. Harvesting trees and navigating the river is hard work, imposing disadvantage on strength or endurance checks this Mass Battle turn.

Areas 4, 5, 6, 7 – Bridge Crossings

Bridge choke points make defending easier and attacking more difficult, imposing a +2 or -2 penalty on related checks. Area effect attacks are particularly hard to avoid, imposing disadvantage on relevant saves.

Areas 8, 12 – Woodlands

The various woodlands provide excellent cover against ranged attacks, and make stealth easier, granting a 3 point modifier on relevant *Critical Event* tests.

Area 9 – Open Field

The northern field is in constant flux as a pitched battle rages between the *Foster* and *Celdwyn* forces. Bodies litter the ground, smoke hangs in the air, and arrows rain down indiscriminately, dropping both friend and foe. *Sudden Twists* (p.14) occur twice as often here.

Area 10 – Rising Trail

A moderately steep path rises upward here to *Dunmark*. Defenders from the keep hide along lengths of the trail, using steel poles to topple large boulders down on those below (*Luck* (Dex) save or 2d6 damage). Fighting along the path is crowded and treacherous, imposing disadvantage on resisting area effect attacks this Mass Battle turn.

Area 11 - Foothills

A small contingent of camouflaged *Foster* scouts are climbing the side of the foothills, hoping to surprise the defenders from the west. Scaling the hills in this way grants advantage on stealth related *Critical Events*, but disadvantage on avoiding ranged attacks should the PCs be discovered (they are effectively pinned on the hillside, making it difficult to scamper down).

Areas 13, 14 – Buildings

Hundreds of soldiers are battling in and around the buildings of this area, in medieval style urban warfare. The vast majority of the resident outlanders are here, defending their homes and facilities. Many of the wooden structures are on fire, the streets thick with smoke, bodies and battle cries. Catching your breath here is impossible (no short rests permitted).

Area 15 – Dunmark Keep

The keep is garrisoned by two hundred soldiers, along with the General *Sir Blaine*. When the *Final Confrontation* is triggered (p.14), *Foster's* soldiers finally manage to enter the keep (breaching a wall or gates, scaling the ramparts, etc) and swarm inside, turning the interior into a maelstrom of blades and panicked shouts. If not already dead, *General Baritos* and *Lord Fontaine* both die in the final assault.

The climatic battle between the PCs and *Sir Blaine* (plus 1d6 cavalry) occurs here. At the GM's option, *Captain Stanton* and *Brother Horren* might also make an appearance part way through the melee (if not already dealt with).

With the final battle raging around them, roll for a *Sudden Twist* (p.14, random PC) at the start of every round. Unless the GM determines otherwise, whichever side wins the *Final Confrontation* also wins the overall Mass Battle.

Critical Events

The Mass Battle is mostly resolved in an abstract manner, spotlighting the PCs and their ability to handle *Critical Events* that occur as the attack unfolds.

Two *Critical Events* occur each Mass Battle turn, which might take several minutes to several hours to resolve. The GM rolls 1d20 to determine which events arise (or chooses them, perhaps according to location or a prior event). Most importantly, whatever occurs, the PCs are the only characters available to deal with it. NPC allies, if any, are too busy managing other emergencies.

The GM decides on a case by case basis whether a *Critical Event* happens to a specific PC(s), random PCs, or whether the players choose who is involved. Some turns might not involve the whole party; if so, PCs who miss out this Mass Battle turn are prioritized next turn.

Each entry includes a suggested resolution method, which the GM should tweak to taste. By way of assistance, a simple "Party Challenge" framework also appears below:

- GM rolls 2d6 or decides (moderate 5, difficult 8, hard 11) how many successes are needed to achieve the objective.
- Players suggest courses of action to progress the mission. GM decides what checks if any might be required.
- Subject to GM discretion, a PC cannot use the same attribute and/or skill twice in a row. This is intended to encourage variety in approach, rather than repeating the same high percentage tactic over and over (which whilst statistically prudent, makes for a dull session).

- *Great Successes* count as two successes, *Terrible Failures* count as two fails.
- If the PCs fail a total of 3 checks, the Party Challenge is unsuccessful.

(1) Assume Command

A high ranking official (*Infantry Captain Fergus* (HD 3), *Scout Sergeant Merlo* (HD 2), *Lord Fontaine* or *General Baritos*) is dead, incapacitated or otherwise indisposed, their forces in disarray as the enemy threatens to charge. Can the PCs step in and take control?

Resolution: a mix of roleplaying and Party Challenge (difficult: 8 successes), focusing on Cha, Will, Leadership and Persuasion.

Failure: If the challenge is failed, PCs lose 1 point of Will or Cha (determine randomly).

(2) A Worthy Foe

Captain Stanton appears from the chaos, driving back PC forces with his axe. Can the adventurer defeat the champion and turn the tide?



Resolution: play out a dual between the PC and *Captain Stanton*. If the PC is reduced to zero hp,

they are automatically killed (*Stanton* ensures they are dead, in a manner calculated to devastate allied morale).

(3) Death From Above

Siege weapons hammer the area the PCs are in with boulders, fire, toxic gas, ballista bolts, etc, raining death from above.

Resolution: A mix of roleplaying and Party Challenge (difficult: 8 successes), focusing on Dex, Will, Int, Con, Athletics and Acrobatics. Additionally, the PC must make a *Luck* (Dex) save or roll 1d12 on the *Injuries & Setbacks* table.

(4) Fire & Flame!

A large blaze has broken out nearby (building, wagon, corpse pile, trees, grasslands, etc), thick smoke wafting through the air. If the PCs don't take action, the fire will swiftly spread/grow into a raging inferno.

Resolution: the PCs must put out the fire and/or convince others to break away from the fighting to help them. A mix of roleplaying and Party Challenge (hard: 11 successes), focusing on Cha, Will, Str, Con, Leadership, Persuasion and Athletics.

Failure: If the challenge is failed, PCs lose 1 point of Str or Con (determine randomly).

(5) Innocent in Peril

As the wide ranging melee unfolds, an allied soldier's helm is knocked off ... revealing the warrior to be *Harl Wetherstone*, the underage heir of the highborn *Wetherstone* family. Will the PCs intervene?

Resolution: The PCs may choose not to intervene, but gain some infamy among their allies (imposing disadvantage on later Cha based checks) and possible reprisal by the *Wetherstone* family. Alternatively the PCs may attempt a *Group Rescue* exploit (LFG p.48), then play out a combat with 2d4 infantry (per PC).

(6) Hold the Line!

Enemies are about to break through the shield wall or other defensive line where the PCs are fighting, can they hold the line?

Resolution: play out the melee for 2d6 rounds (roll secretly). The PCs must avoid being incapacitated until reinforcements arrive, fighting 1d3 foes (per PC) per round. Foes that survive one round are added to the next.

(7) A Friend in Need

Through the carnage, the PCs spot a wounded NPC friend (someone met during the march, hireling, pet, or other NPC), slowly but inevitably being encircled by enemies as his/her allies are cut down. Can the PC save their friend in time?

Resolution: play out a melee with the NPC, the PCs, and 2d6 enemies (per PC).

(8) And My Axe

During a furious melee, one PC spots an exhausted soldier drop to both knees after felling multiple foes. Behind him, another enemy readies her spear to skewer him. Will the PC intervene?

Resolution: The PC may choose not to intervene and fail this event. Alternatively, the PC may attempt a *Rescue* exploit to save the warrior, followed by combat with the female spearwoman (a champion; AC 15, 4 HD, 1d6+3 damage).

PC Impact: If saved, the grateful soldier pledges to repay his rescuer (PC gains a free random henchmen for 1 year). Once only, reroll repeats.

(9) Frantic Beasts

Nearby animals (war dogs, mules, chargers, supply horses with carts, etc) have been spooked by the death of their handlers, siege weapons, fire, foul weather, etc. Can the PCs help calm the beasts, or will they break free and wreak havoc?

Resolution: A mix of roleplaying and Party Challenge (moderate: 5 successes), focusing on Cha, Will, Str, Animal Lore, Leadership, and Athletics.

PC Impact: If the challenge is failed, PCs lose 1 point of Con or *Luck* (player's choice)

(10) With Me Brothers!

Soldiers fighting alongside the PC are losing heart due to recent setbacks (captain killed, suffered heavy losses, serious fatigue, etc), and are threatening to break. Can the PC rally them?

Resolution: Play out a melee with 1d4 enemies (heavy infantry, AC 15), all of whom must be defeated. If at least one foe is slain in spectacular fashion (player describes) using a *Major Exploit*, a Cha or Will (Leadership) test causes troop morale to soar.

(11) Traitorous Scum

Traitors have been hired or coerced to kill the PCs mid battle by an old nemesis or *Lady Celdwyn's* agents. Will the PCs survive the ambush from within?

Resolution: Determine surprise and play out the melee for 1d6+1 rounds. The PCs must avoid being incapacitated until help arrives, fighting 2d4 foes (per PC) armed with poison (50% *Fireblood*, 30% *Elderberry Toxin*, 20% *Ghoulshen Admixture*).

(12) Fall Back!

As the battle unfolds, PCs and nearby soldiers are forced to withdraw, driven back by overwhelming odds. Can the adventurers escape?

Resolution: The withdrawal might be resolved as a Chase, Party Retreat, or Party Challenge (difficult: 8 successes), focusing on Con, Int, Will, Athletics and Acrobatics.

(13) Behind Enemy Lines

A fluke coincidence provides a fleeting chance to gain a battlefield advantage, if only the PCs can sneak behind enemy lines (to sabotage supply lines, steal orders, ambush a special unit, etc). Can the PCs infiltrate enemy territory, get the job done, and make it back in one piece?

Resolution: A mix of roleplaying and Party Challenge (hard: 11 successes), focusing on Int, Dex, Con, Stealth and Wilderness Lore. If the mission is failed, a Chase (LFG p.83) is required to avoid capture or death.

(14) Right Place, Right Time

As the PC drops another foe, they spot disaster about to unfold a short distance away (battering ram or siege tower flounders when one of the handlers is killed, dying standard bearer can't raise her signal banner at a crucial time, riderless messenger horse with orders still in the saddlebag). Can the PC complete the task in time?

Resolution: Reaching the spot quickly requires a Str (Athletics) or Dex (Acrobatics) check (player's choice). A Party Challenge (moderate: 5 successes) focusing on Str, Dex, Will, Con, Leadership and Athletics allows the PC to finish what was started.

Failure: If the challenge is failed, PC loses 1 point of Dex.

(15) Magic Ritual

Word somehow reaches the PCs in the midst of combat that *Brother Horren* is performing a divine ritual elsewhere on the battlefield (gathering a bowl of hearts to offer to the Iron God). Can the PCs stop the ritual?

Resolution: A mix of roleplaying and Party Challenge (difficult: 8 successes), focusing on Int, Dex, Perc, Stealth, Arcane Lore and Gather Information. Once the secret ritual site is located, play out the combat with *Brother Horren*, plus 1d4 infantry per PC.

Failure: If unsuccessful, the ritual causes an accursed weakness to spread through *Foster's* army (all NPCs lose 1d6 Str, PCs may make a *Luck* (Will) save for half). The party loses 2 *Event Points*.

(16) Sniper Hunt

A hidden sharpshooter (siege tower, tree line, valley ridge, high building, etc) is targeting the PC's area, protecting enemy champions and picking off key allied warriors (standard bearers, medics, etc). Can the PC eliminate the sniper?



Resolution: A mix of roleplaying and Party Challenge as the PC maneuvers for position (difficult: 8 successes), focusing on Perc, Dex, Int, Stealth, Wilderness Lore and Gather Information.

On a fail, the PC is shot at (+7/2d8+4). If the Party Challenge succeeds, the PC gets one chance to kill the sniper, otherwise they decamp to another battle location (attack roll vs AC 14, or a *Luck* (Dex) check, player's choice).

(17) Medic!

Through the smoky haze, urgent cries for a medic ring out as a dying NPC named *Ruddock* (a messenger with critical orders, scout with information, highly respected sergeant good for morale, etc) is dragged to relative safety. The ally is critically injured and on the verge of death; can the PCs save him/her?



Resolution: A mix of roleplaying and Party Challenge (moderate: 5 successes), focusing on Int, Perc, Will, Apothecary, Insight and Gather Information. A healing kit or similar might be required at the GM's option. If successful, the NPC lives but remains unconsciousness. The PCs may choose to make a *Luck* (Int) check to stabilize the NPC at 1 hp (ie conscious) for a short time.

Failure: If the challenge is failed, PCs lose 1 point of *Luck*.

(18) Shields Up!

A barrage of arrows, spears, bolts, fire pots and other personal ranged weapons target the PCs' location. Soldiers without shields or that can't find cover drop like flies.

Resolution: A *Luck* (Dex) save is required to avoid 2d8+2 damage. On a terrible failure, also roll on the *Injuries & Setbacks* table. At the players' option, they may face the projectile storm with overt defiance (eg: Braveheart style) and roll their *Luck* save with disadvantage. If they still succeed, gain a +1 bonus on this turn's *Final Confrontation* check, and fame amongst the troops.

(19) Suicide Mission

A genuine suicide mission presents itself (hold the tide of enemies on a bridge or other choke point so allies can escape, collapse part of **Area 1 or 2** down on enemy troops along with oneself, etc). Will the PC sacrifice themselves for the greater good?

Resolution: The player chooses whether to complete this task. If they don't the event automatically fails. If they do, a great success *Luck* (Will or Con) save is required to succeed. If successful gain a +1 bonus on this turn's *Final Confrontation* check, and the PC's heroics become legend.

Either way, the player rolls 1d6 to determine the fate of their PC: (1) dies gloriously, (2-3) rolls 1d10 on the *Injuries & Setbacks* table and is captured for interrogation and torture, (4-6) rolls 1d6 on the *Injuries & Setbacks* table, is reduced to zero hp, and left for dead. The GM might improvise a rescue mission/adventure if appropriate.

(20) In the Thick of It

The PCs are battling where the fighting is fiercest, hewing enemies left and right in a

desperate bid to survive. But as one foe falls, another takes its place. How much longer can the PCs endure?

Resolution: A mix of roleplaying and Party Challenge (hard: 11 successes), focusing on Str, Con, Will, Cha, Athletics and Leadership.

Additionally, PCs suffer 3d6 + PC level damage, and 1d4 Str, Con or Will loss (determine randomly). If the Party Challenge is successful, the damage and attribute loss is halved (round down).

(21) Optional Event - Petria

At the GM's option, the PCs notice (Perc (Detection) check) a trio of knights (AC 16, 4 HD) escorting a fourth knight (slim build – on a great success Perc check, they deduce the figure is a woman in male plate armour).

If confronted, the female is revealed as *Lady Petria*. The PCs might be able to extract the full story of the duel from her (rumour 6, p.6). Whether this changes anything is up to the PCs, but as far as *General Baritos* is concerned, *Dunmark* must be taken regardless.

Event Points

The party's success or failure during *Critical Events* reflects the overall flow of the battle, moving PCs closer to (or further away from) the *Final Confrontation*.

The PCs gain *Event Points* as outlined below, accumulating turn to turn.

EVENT POINTS	
Party succeeds at both <i>Critical Events</i> .	Gain 1 <i>Event Point</i> , and a +1 bonus on this turn's <i>Final Confrontation</i> test.
Party succeeds at one <i>Critical Event</i> .	Gain 1 <i>Event Point</i> .
Party fails both <i>Critical Events</i> .	Lose 1 <i>Event Point</i> .

Final Confrontation

After reaching **Area 15** (the keep), and spending at least 2 Mass Battle turns there, the *Final Confrontation* occurs (see **Area 15**).

Incapacitated PCs

If all PCs are reduced to zero hp (or otherwise incapacitated) whilst dealing with a specific *Critical Event*, roll 1d6 for each character to determine their fate: (1) *Dead*, (2-3) *Captured* for interrogation/torture/ransom, or (4-6) *Left for Dead*, but somehow make it back to allied territory (player explains). The GM might improvise a rescue scenario if other PCs remain uncaptured.

Sudden Twists

During a *Critical Event*, if combat is occurring nearby, the first time one of the PCs rolls a natural 1 or 20 on an attack roll (or other 1d20 check), a *Sudden Twist* is triggered. Roll 1d20:

SUDDEN TWIST	
1	<i>Duck!</i> A stray crossbow bolt or distant marksmen takes a pot shot at the PC (attack roll at +4, 2d8+1 damage).
2	<i>Incoming!</i> Somebody hurls a brace of fire pots in the PC's vicinity; a <i>Luck</i> (Dex) save is required to avoid 3d6 damage and being set on fire.
3	<i>Allied Reinforcements</i> appear from nearby trees, over a small rise, from another street, etc. If the PC is mid battle, enemies are automatically defeated (50% chance they are overrun and slaughtered, 50% they flee).
4	<i>Dead Weight.</i> A hireling, henchmen, pet or important NPC accompanying the PC (if any) has been wounded and knocked unconscious for 1d3 hours. Can the PC keep them safe?
5	<i>Broken Weapon.</i> The PC's weapon is somehow destroyed (if magical it is damaged instead, not usable until repaired).

6	<i>Backstab.</i> A sneaky git stabs the PC in the back whilst they are preoccupied fighting others (1d6 + PC level damage).
7	<i>Lootin' Time.</i> The PC seizes the opportunity to quickly loot nearby bodies, gaining 1 x Carry Loot (LFG p.136).
8	<i>Band of Brothers.</i> Rallying cheers from the PC's surrounding allies reinvigorates the adventurer (restore up to half of lost hit points).
9	<i>Corpse Hazard.</i> The PC threatens to become entangled in the growing pile of dead and dying underfoot (Dex (Acrobatics) check or fall prone, plus a further Str check to avoid dropping held items).
10	<i>Tide of Battle.</i> Sheer numbers threaten to force the PC and their opponent into dangerous terrain (eg toppled off a wall, thrown into a raging river, knocked down a steep slope, pinned against a rock, pushed down a sewer chute, etc). A Str (Athletics) or Dex (Acrobatics) check resists.
11	<i>Crushing Intervention.</i> A catapult stone, heavy warhorse, hurtling wagon or other large moving object threatens to crush the PC. A Luck (Dex) save is required to avoid being reduced to zero hp.
12	<i>Selfless Protector.</i> If the PC is reduced to zero hp sometime during the mass battle, a nameless soldier automatically intervenes to negate the attack. The soldier dies in the process (player describes). Once only, reroll repeats.
13	<i>World of Hurt.</i> A spear, javelin or blackpowder weapon strikes the PC in a vital location, causing serious injury (roll 1d6 on the <i>Injuries & Setbacks</i> table).

14	<i>Spoils of War.</i> As the PC fells their latest foe, a valuable object is somehow revealed on their person (spills from a pouch, hangs about their neck, etc; 1 x Valuables, LFG p.147).
15	<i>Shaken Soul.</i> A series of dreadful atrocities personally witnessed by the PC threatens to traumatize them. A Luck (Will) save avoids a serious madness: " <i>Fair warning sister, I fought well just now, but dare not rely on my blade. Sometimes I freeze mid battle, just for a few moments, my mind locked in old terrors.</i> "
16	<i>Fearsome Charge!</i> A small force of enemy cavalry or war hounds thunder through the area, leaving carnage in their wake! The PC must make a Luck (Con) save or roll on the <i>Injuries & Setbacks</i> table. NPCs in the vicinity are killed or scattered.
17	<i>Extreme Terrain.</i> Terrain the PC is standing on or near becomes dangerous (a wall falls down, forest wildfire, bridge collapse, rockslide, choking smoke bomb, etc). The PC suffers 6d6 damage (an appropriate Luck save reduces damage by half). nearby NPCs are similarly affected.
18	<i>Obscurement.</i> A vision obscurement floods the area (heavy smoke from nearby fires, an alchemical smoke bomb, rolling fog, night time torches are extinguished by freak winds, etc), limiting vision to 20 ft and imposing a 33% miss chance on attacks. Checks relating to hiding or escape gain advantage.
19	<i>Snap Opportunity.</i> Captain Stanton or another important NPC is exposed for a moment through the melee. A Dex check allows the PC to take a single action against the NPC.
20	<i>Magic.</i> Brother Horren or a soldier with a one shot magical item



	unleashes it upon the PC and nearby allies. Roll 1d6 (as 7 th level Magic User): (1) <i>Lightning Bolt</i> , (ii) <i>Wall of Fire</i> , (iii) <i>Web</i> , (iv) <i>Heat Metal</i> , (v) <i>Hold Person</i> , (vi) <i>Blindness</i> . There is a 20% chance of a DDM effect.
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Aftermath

Whichever family secures victory gains the upper hand at the *Royal Court* (along with their allies) for years to come. If the *Fosters* prevail, the PCs become famous in highborn circles, and are rewarded with a chest of gold, parcel of land, the *Armour of Cartigo*, or some other suitably grand reward (perhaps a title of some kind?).

If the *Fosters* are defeated, assuming the PCs survive, they are likely branded traitors to the Crown and sent into hiding (at least for a time).



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