

THE HIGHWATER WAR

A SAVAGE TALE OF DESPERATE CONFLICT

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⊕ KINGDOMS AND HEROES...

(PLAYERS' INTRODUCTION)

The Highwater War is an adventure for characters of at least Heroic Rank. Your heroes will be leading armies into battle, but must also be careful politicians and diplomats to bring your king's allies into the fold. Leadership and tact are the keys to victory in this Savage Tale, more so than the ability to swing a sword. Never fear though, there are more than a few chances for your adventurer to draw his blade. Just be warned that the group should be well-rounded, balancing between social, leadership, and combat skills and Edges.

HIGHWATER HISTORY

The kingdom of Highwater lies along a north-south mountain range, its territory extending both eastward and westward into fertile valleys and foothills. It is a land rich in natural resources. Fur trapping, mining, and fishing provide plenty for the people of the mountains. Dwarves and humans make their homes in Highwater and they are a hardy people bound to the earth. The Highwater River flows east from the mountains, crashes over Great Rock Falls, and winds its way to the sea hundreds of miles away. This river provides shipping and traffic for the neighboring lands, as it is navigable—with the assistance in places of locks and canals—from the sea nearly to Highwater.

Highwater is bordered on three sides by other kingdoms. To the west lie the orcish lands, whose goblinoid people are forever in conflict. This conflict has often spilled over and been directed at the people of the mountains. Highwater has been a bastion against the orcs whenever tribes or groups of tribes have attempted the difficult mountain passes. The orcs are only loosely held together, so they have generally been unable to succeed at anything more than raiding. The orc king is selected through a tournament, but any orc may enter and thousands often contest for the crown. The tournament can take more than a year.

Northeast of Highwater is the kingdom of Soan Ree, ruled by King Pellam, an old, benevolent monarch. Divided from its southern neighbor, Arlit, by the Highwater River, it is a kingdom of grassy plains and fertile river valleys. Poor in other natural resources, it is a rich farmland that provides food for many on the continent. Soan Ree has many half-folk living among the humans of the farmlands.

Southeast of Highwater lies Arlit, whose climate is both varied and extreme. Arlit features rainforests along the coast, arid deserts shielded from the prevailing rains by high mountain ranges, and mild lands lying along the Highwater River. It is second to Highwater in the resources available to it, and is nearly as wealthy. The

swamps and cities of Arlit are the homes of the only half-elves in the region, and the only known elvish blood anywhere on the continent.

To the south are the wild lands of the cold tundra and frozen wastes. Only barbarians live there, and they are generally taken to be of no account. Beyond the mountains to the north are other kingdoms, though they play no role in current events.

When the adventure opens, word has come to the King of Highwater that there is political movement afoot. In the orcish lands, a tournament to declare a king is about to conclude. There are only a few weeks left and one orc stands out as the likely winner. This orc has been courted in secret by the representatives of Arlit. Their purpose is unknown, but a potential alliance between Arlit and the orcs is cause for great alarm in Highwater. The king has recalled his most trusted advisors, should an emergency mission need to be undertaken.

MANAGING FORCES

THE MASS BATTLE RULES

The Highwater War uses the Mass Battle resolution system included in the *Savage Worlds* rules. A good grasp of those rules is critical to properly playing this adventure. A few conventions and clarifications are mentioned below to help you run the various battles.

BATTLE VALUES

Each unit is assigned a Battle Value. This value indicates the strength of that unit relative to the base fighting unit: an inexperienced foot soldier. To determine an army's Battle Total, multiply each unit types' Battle Value by its numbers and sum the results. Battle Values are listed in parentheses in the army lists after the unit type name.

Example: *A Highwater force of 500 archers (2), 500 foot soldiers (2), and 200 scout cavalry (3) has a total Battle Value of $1,000 + 1,000 + 600 = 2,600$. This number is compared to the total Battle Value of the force it is facing to determine the number of tokens for each side.*

LIMITED ATTACKS

An attacking army has the option of committing less than its total strength against an enemy defense. Generally speaking, this

reduces the likelihood of losses for each side, and so is represented as a negative modifier to *both sides'* battle rolls.

- **Sortie:** both armies are at -2 to their battle rolls.
- **Skirmish:** both armies are at -4 to their battle rolls.

Most battles have a clear attacker and defender. When this is not the case, the GM determines which side(s), if any, have these options. An open plain, as an example, permits both sides to use these options. If both sides do elect to declare a limited attack, the modifiers are cumulative.

In some cases, one or both sides may still experience heavy losses, even when employing a limited attack. This suggests that the commander of one or both sides discovered or created a weakness in the opposing position and exploited that weakness over the course of the battle.

TIMING

During each battle, two turns may be played during the day and one—optionally—at night, see below.

NIGHT

Each side has the option of attacking the other at night and if either side chooses to attack, both sides must battle. All Battle Rolls at night are at -2 due to the limited nature of nighttime conflicts and all Morale rolls are at -1 due to increased confusion and uncertainty.

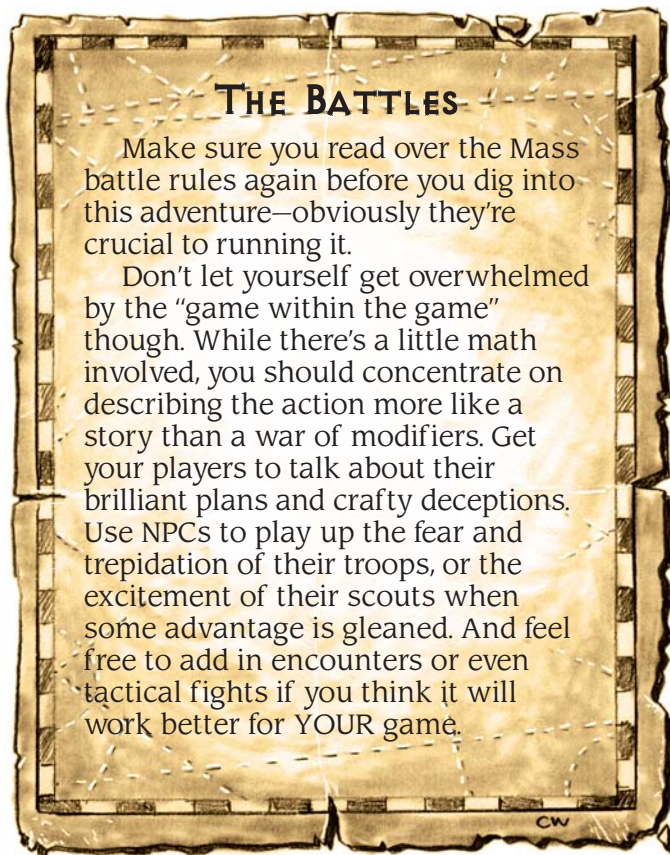
If more than three-quarters of the members of a force have Low-Light Vision, these penalties are eliminated.

POWER POINTS

There are three turns per day, with each turn approximately eight hours long. Any arcane character who does not participate in a round of a battle recovers Power Points according to his recharge rate. Characters who participate in battle are assumed to have concluded the round with the number of spent Power Points indicated by the die roll (see *Savage Worlds*).

RETREATS

An army forced to retreat by a failed morale check automatically has a -2 plan modifier during the next round of the battle. If the army loses tokens in that round, it makes a morale check as normal. This morale check has no further effect, since the army is already



retreating, unless a Rout result is rolled, in which case the army recovers tokens during the Aftermath of the battle at the reduced rate for having been routed. In any case, the battle ends after this round as noted in the *Savage Worlds* rulebook.

The commander of an army that has been forced to retreat may instead *choose* to rout. The token-recovery roll in the Aftermath section is more difficult, but the army is not required to fight another round before leaving the battlefield. This may actually result in fewer losses than staying in the field, but it guarantees that the enemy will control the battlefield.

The Aftermath of each battle is assumed to take one full day. After that phase, an army may reform and attack a position it previously failed to take, or may be forced into another battle by a pursuing army.

SIEGES

When an army retreats inside fortifications, the attackers are given two options. They may choose to attack, in which case the battle is resolved using the terrain notes provided, or they may instead choose to lay siege.

An army under siege has a certain amount of provisions, measured in weeks. When these provisions run out, the army loses one token per week until the army is eliminated. An army may choose to go on half rations, which extends the time before this token loss begins. An army on half rations has an effective Fatigue level, giving its commander's Knowledge (Battle) and Morale rolls a -1. An army can choose quarter rations, increasing these modifiers to -2.

Defenders in a siege gain the morale bonuses for fortifications (+2) and for being unable to retreat (+2). However, if they fail a Morale roll, they take a -2 to their Battle Roll in the next round. If the defenders rout, the attackers have broken in and conquered the fort. Any remaining defenders are taken prisoner, should the attackers wish. Otherwise, the defenders are all slaughtered.

Basic siege weapons (battering rams, scaling ladders, and the like) may be constructed by an attacker in one day, giving them +1 to their Battle Rolls during an assault against a fortified position.

Large siege engines (towers and stone throwers, for example) may be built in a week, giving an army +2 to its Battle Rolls during an assault.

Highwater Castle and Stellar's Keep may be besieged. The High Wall is treated in a similar manner, except there is no limit to the defender's supplies, given the close proximity of Highwater Castle and the fact that the defenders are not restricted in their movements.

GE⊕GRAPHY AND ΠMOVEMENT

An infantry unit can move from one key location to the next in a week, while a mounted unit can travel twice that distance and a small group of riders can travel four times as far. Small groups are those under 20, subject to the GM's discretion. The key locations, listed from west to east, are Stellar's Keep, Highwater, Great Rock Falls, and the Foothill Forts and Miller's Ford. Miller's Ford and the Foothill Forts are one week distant from each other and each one week distant from Great Rock Falls (forming a rough triangle). The Soan Ree capital is two weeks' march from Miller's Ford. A small party on horseback could therefore travel from Highwater to Soan Ree in a single week.



THE WAR

Print the first three pages of this book—the Player’s Introduction and the Conventions—and hand it out to the players. Also provide the pre-generated characters from the back or allow time for the players to create their own heroes. Print the army cards at the back of this document and give the cards for both the Army of the Mountains and the Army of the River to the General. Tell him the Army of the River begins at the Border Forts and the Army of the Mountains begins at Stellar’s Keep.

MANAGING AN ARMY

Because the Highwater War tells the story of a large scale adventure in a session or two of play, there are things you should do to make life easy on yourself as a GM. First, and most important, have the players keep track of where their armies are and how many troops are assigned to each of them. If and when they add allies, simply give them the new army cards and let them do the bookkeeping.

When the battles start, make certain the players know they are responsible for maintaining their Battle Totals as losses are taken. When possible, the battle descriptions detail the Battle Values for you, but the assumptions those numbers are based on may not turn out to be true and it’s simply not possible to plan in advance for losses. The players’ numbers are always the ones to use, regardless of what the text says.

As the GM, when you have to account for losses to the villains’ armies, simply subtract the appropriate percent from the original Battle Value numbers, don’t recalculate the exact number of every Ja’Quai warrior and every demon. The numbers you get this way are close enough to get the token counts right and much quicker to arrive at.

Example: At the Battle of Stellar’s Keep, the orcs begin with a Battle Value of 4,750. If they lose three tokens during the battle, after accounting for the Aftermath, the total losses would be 30%. Since $.70 \times 4,750 = 3,325$, write that number down as the total Battle Value available to the orcs. Don’t worry about how that translates into losses for the individual unit types in the

army. If you need a calculator for something like this (and who doesn’t?) be certain you have one with you!

RUNNING A BATTLE

If a battle is called for and, for whatever reason, the heroes don’t make it to the scene, run the battle anyway, using the commanders indicated for each side. Even though the heroes aren’t present, though, allow the players to make the rolls and establish plans for their side. Not only does this keep them involved, it saves you a little work, too.

When it comes time to tell the story of the battle, embellish a little! Listen to what the players say, declare the villains’ activities, and then make the appropriate rolls. Take those rolls and tell the story of that round of the battle with ebb and flow and let the players know how their characters participated in the results. Or let them tell that part themselves!

THE VILLAINS

Highwater’s enemies in this story—Arlit and the orcs—have major villains who accompany the army and fight alongside the soldiers. Blackhand Brokenjaw is the orc King and leads the army attacking from the east, while the Arlitian army features Moriol Vorishef, their general, and Benevolence Calidman, a demonologist and the man behind the war.

The sections detailing the battles indicate when the villains are present and what their level of participation is in each battle. Profiles for these villains appear at the end of the adventure.

Note that Benevolence Calidman has an Arcane Background and therefore a number of Power Points. It’s important to keep track of how many he has. Assume he begins each battle at full strength and only spends Power Points when he makes a skill roll during the battle to aid his side. Make a roll as called for in the Mass Battle rules in the Savage Worlds rulebook each time this happens to determine how many Power Points he uses. If his total drops under ten, hold him out of the next round of battle in order to recover points.

If for some reason there is a second battle on the heels of one in which Calidman has fought, you may simply bring forward the appropriate Power Point total rather than resetting his points.

IT'S GOOD TO BE A HERO

Whenever the party travels—and there are several opportunities during the war—allow each player to take one or two retainers appropriate to their character's role in the kingdom. If a particular character is not a leader—and some aren't—simply have them travel unescorted. The profiles for the retainers, such as the clerics or mages, are at the end of this adventure and may be used any time the party engages in a small-scale fight. The retainers are small enough in number that they have no effect on mass battles, so they may be ignored during those scenes.

TIMELINE

The timeline for the various events—in particular, the battles—has been established for dramatic effect, not any attempt at a rigid representation of the geography. Circumstances may dictate that you change the timing of certain events, but feel free to leave in the appropriate key arrivals. For example, whether or not the Soan Ree forces participate in the war, the barbarians should arrive at the Foothills just ahead of the Arlitians in order to participate in the battle there. Adjust your narrative as needed to bring forces together at the right times.

IT BEGINS

The action begins as the nearby orc kingdom's tournament to choose its king is nearing its conclusion. Spies for the King of Highwater have detected some unusual activities surrounding the probable winner and the King begins to worry that something is afoot between a rival kingdom and the orcish aspirant. The king gathers his advisors (the characters) and begins a diplomatic effort to gather allies. As this effort proceeds, the likelihood of war becomes overwhelming.

Beginning with an attack by the orcs against one of the western outposts of Highwater and culminating in the Battle at Great Rock Falls, the desperation of the battles increases as the Kingdom of Highwater is forced into a two-front war with its enemies. And the worst news of all is that the enemy to the east brings with it a decidedly non-human ally of its own: a host of demons summoned by a delusional demonologist. Without allies, Highwater is certain to fall, but if the PC's have been

successful in gathering help from two of the neighboring kingdoms—including the elusive barbarians of the polar wastes—there may yet be hope for Highwater and its heroes.

CHAPTER ONE:

THE WINDS OF WORRY

The action opens with a report from the spies assigned to the orc tournament. The heroes are sent to Soan Ree to forge an alliance with Pellam, which is easily done provided the ambassadors handle the courtly distractions appropriately.

THE SPIES' REPORT

The king's spies have just today arrived at Highwater Castle and are prepared to give an update on the circumstances of the orc tournament. The advisors are summoned to an audience in a small, seldom-used dining room where the king and his other advisors have gathered. The spymaster and two disheveled, grimy-looking men sit at one end of the room. The king sits at the other, and the heroes are spread along either side of the long table.

The king welcomes everyone and asks the spymaster—Gerden Sunrise—to give his news. Gerden speaks in an oily voice:

Your Highness, my spies have moved throughout the tournament grounds, learning what they may by stealth or wealth, as we like to say. Bergor here overheard two Arlitians debating whether they were backing the right orc. He couldn't find what they meant by 'backing,' but we have someone... working on it, shall we say?

Well, our estimation is that they have chosen the right orc. Blackhand Brokenjaw he's called, and a formidable warrior he is, to be sure. We believe that he will win the tournament, which should conclude in two weeks. We haven't felt the need to ... involve ourselves in the outcome, unlike the Arlitians, apparently, but we are curious to know what he is both getting and promising.

More importantly, though, we do know that Brokenjaw is cooperating with them, and appears to be committed to them. Drall, here, was working around

Brokenjaw's tent and overheard the orc talking—Drall speaks orc, you know—about gathering the clans after he has won in order to 'repay' his friends. The orcs laughed at that, but orcs being what they are, we aren't certain what that may mean.

Sunrise indicates that he plans to compile and compose the full details in a report. The spies are dismissed and the king turns to those assembled. "My friends," he begins, "these are troublesome tidings. Are we to be at war again after all these years?"

"Go to King Pellam in Soan Ree, tell him of our fears, and petition him for an alliance. Yes, I'm sending each of you," he indicates the advisors around the table, "To demonstrate my fear and commitment. This news is grave to us, but it is also of concern to Pellam, I assure you."

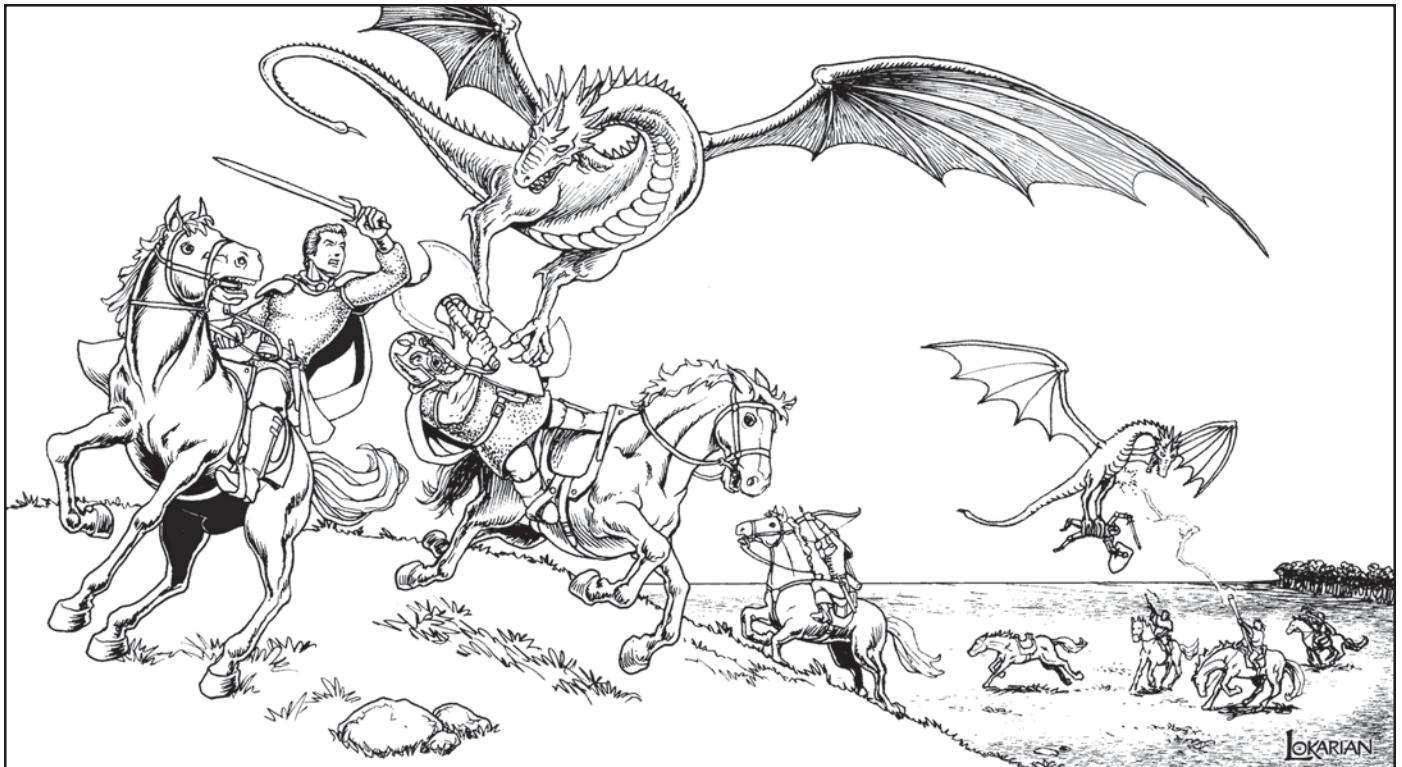
WYVERNS

The group prepares for the ride, joined by a retainer or two where appropriate. They depart the next morning, taking a more rugged route than normal in the hope of saving time:

From the great Castle of Highwater, you ride north through the mountains, fording the Highwater River well above Great Rock Falls and following a gradual descent into Soan Ree. You have to travel a few narrow, mountain trails this way, but you aren't moving with an army, so this is little trouble and a full day faster. On the second morning, you spot a small fire burning in the forest several miles away. It won't be in your path and the woods are not yet dry from the summer heat, so it is of little consequence. Or so you think.

If a character is present with Arcane Background: Miracles, give or read the following to him or her. If none are present with the AB, have each hero make a Spirit roll and give or read this to whoever rolls the highest.

As you look at the fire in the distant woods, you feel your focus pulled toward the flames until they fill your vision. Suddenly, you find yourself ... elsewhere. You are standing above a field covered in fire and thick, drifting smoke. Everywhere you look you see bodies, both human and dwarf, in the uniform of Highwater's army. They are lying on the ground as if dead, and they may well be dead, though you



can't be certain. You feel a wrenching twist in your guts, and are once again sitting on your horse looking at the fire burning in the distance. You are left with a deep sense of foreboding.

This vision is from the god Haml as a warning of what is to come. A character with AB: Miracles knows this intuitively, but other characters may only guess at the source.

As the vision fades, from out of the smoke and flame of the fire fly two wyverns, flame-breathing beasts which are a smaller variety of dragon. They are hungry and hope to snack on a horse or two. They close and attack any outlying riders, looking for an easy kill. They do not fight to the death, but flee if wounded. The heroes' horses must make guts checks or bolt. Any horses that bolt are automatically targeted by the wyverns.



WYVERNS [2]

Wyverns are highly agile, flying draconic beasts. They are not as strong as their land-based cousins, but are every bit as formidable nonetheless. They hunt only when hungry and attempt to panic their prey, at which point they pursue it until it tires or tries to hide. Wyverns use their fiery breath only in self-defense or as a last resort, as they prefer to eat their meat raw.

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d12+5, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d10

Pace: 8; **Parry:** 7; **Toughness:** 18 (4)

Special Abilities

- **Armor +4:** scaly hide.
- **Claws/Bite:** Str+3.
- **Fear:** Wyverns are frightening creatures.
- **Fiery Breath:** Wyverns breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire (see Savage Worlds). A wyvern may not attack with its claws or bite during a round in which it breathes fire.
- **Flight:** Pace 24", acceleration 8".
- **Frenzy:** Wyverns may make two claw attacks at -2.
- **Large:** Attackers add +2 to their rolls against Wyverns.
- **Size +6:** Wyverns are 30' long and several thousand pounds.
- **Tail Lash:** When on the ground, a wyvern

can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to the wyvern's Strength-2.

ENCOUNTERS AT COURT

After the encounter with the wyverns, the travel is easy and your pace quick and you reach the capital in six days' time. Soan Ree is a simple city; it has no fortifications, merely an ever-increasing concentration of buildings from outlying farms to the central merchant districts. The palace is more a large manor house than anything else, and has none of the display of wealth that you are accustomed to at Highwater Castle.

You are welcomed and given comfortable quarters. The steward invites you to a banquet that evening and informs you there are banquets planned each evening that you are here. You are advised that the king has scheduled a private audience for you in a few days to discuss your reasons for coming.

Two members of the Soan Ree court are noteworthy and become involved with the delegation over the course of the week. They are Meredith, daughter of King Pellam, and Molse Reardon, a young lord. The vignettes that follow give a few short encounters that detail those involvements to mix into any other events the party undertakes while in Soan Ree. Consult their profiles on page 9 for more details.

VIGNETTE ONE: INTRODUCTIONS AND EYE

CONTACT

During the first night's banquet, one of the heroes gains the notice of Princess Meredith. She makes her way to the group's table and introduces herself to each, lingering an extra minute or two to talk with the man who has caught her eye. If the hero is in the least charming, Meredith tells him she hopes to see him at the ball that evening and that she will save a dance for him.

If there are a number of eligible (human) bachelors in the group, select one who best fits the story to come. If possible, avoid the Ambassador as he or she is the most likely to be the one to talk to Pellam about the alliance and it's best to involve as many of the players as possible in the court events. A character who

would not normally have much to contribute at court is an excellent choice for Meredith's attentions.

During Meredith's tour, have each character make a Notice roll. On a success, a young man is spotted glowering at the group. He stands and storms from the room about the time Meredith completes her talks with the heroes. This is Molse Reardon, who returns in a few scenes to cause real trouble.

Later that evening, the ball mentioned by Meredith takes place. She does indeed dance with the man she has become interested in, exclusively if his interest matches hers. She is witty, charming, and an excellent companion. The evening ends with a smiling, breathless thanks from Meredith.

VIGNETTE TWO: DANCING THE NIGHT

AWAY

On the second night, there is another banquet and another ball. Meredith keeps her seat during the banquet, but casts several smiling looks at her favored guest. Molse is not present at the banquet. When the dancing begins, Meredith again makes herself exclusively available to her chosen suitor. After several hours of dancing, Meredith invites her companion on a chaperoned walk through the gardens. The gardens are beautiful in the moonlight and Meredith is romantic and complimentary, making her interest plain.

The other ambassadors, meanwhile, spot Molse lurking around the edges of the ball. Any attempts to approach him only see him slipping away through the dancers. See the write-up on Molse for the results of any conversations the group may have with others about him.

The night wraps up with nothing more from Molse, and a dreamy-eyed Meredith saying good-night with a sweet, beautiful smile.

VIGNETTE THREE: OVERHEARD

One of the ambassadors, while walking through the halls of the palace, hears loud voices around a corner ahead. One of the men is saying, "I tell you, they mean to draw us into a war that will destroy us!" The other voice answers, "I believe nothing of the kind. Molse, you need to forget the past. It was not their intent."

"Tell that to my father," Molse replies heatedly.

If the eavesdropper chooses to look around the corner, she spots Molse and another man,

known as another landholder in Soan Ree, talking near a carpeted stair. Molse breaks away and leaves the room, while the other man, shaking his head, turns and climbs the stair.

VIGNETTE FOUR: DANCING AND AN OFFER

On the third night, Meredith again seeks out her chosen paramour and dances with him for nearly an hour. She then asks for another walk—chaperoned again, of course—in the garden. Once they are alone, she quietly hints that there is a little-used stair that leads right to a rear door of her chamber and her maids do not attend that door after midnight. At this point, skip ahead to Vignette Five, but pick up this thread once the encounter with Molse is resolved.

Should the adventurer follow up on this ... opportunity, he is spotted by one of the maids as he leaves the next morning and rumors fly through Pellam's house all that day. The transgressor is called, by himself, to meet a simmering Pellam, who—though he understands and blames Meredith—makes it clear that he holds the character responsible, as well. Pellam asks the paramour pointed questions about his intentions. If the PC simply tries to talk his way out of the situation or denies what happened, Pellam expresses sincere disappointment. The Persuasion roll the team must later make to ask Pellam for an alliance earns a -4 modifier. If the character agrees to court Meredith, with a strong possibility of marriage, the modifier is reduced to -2.

In the event the paramour resists the temptation offered by Meredith's open door, the Persuasion check suffers no additional modifier from this encounter. Unless, that is, the advisor spontaneously offers marriage (while protecting Meredith's honor). Should this occur, the team gains a +2 bonus to their eventual Persuasion roll. If Meredith is pledged to the hero through any series of events, she accompanies the party on its return to Highwater.

VIGNETTE FIVE: MOLSE OFFENDED

The evening finds Molse deep in his cups. He is angry and frustrated by the apparent disregard of his fellow nobles for the danger he sees. He has determined to openly challenge the leader of the delegation and demands to know his business in Soan Ree. Molse has two Fatigue levels during this encounter due to the alcohol, but his Toughness is increased by one.

Molse selects whichever character has the most martial appearance. This may or may not be the general, as Molse understands little of the details of rank and warfare. He simply chooses whomever appears to him to be the most military leader.

Molse approaches the character and makes his demands. He is drunk, abusive, and caustic in his replies. He goads his target, looking for any opportunity to discredit or denounce him. Several of the Soan Ree courtiers try to talk him out of his aggressive stance, but Molse is having none of it. If the hero does or says anything even slightly disrespectful, Molse removes his glove and throws it to the floor, shouting, "You cannot insult my honor, you conniving mountain goat! I demand that you satisfy me!"

If his challenge is accepted, Molse puts up a continuous barrage of insults and other taunts, hoping to gain an opening. If the target character dismisses him, Molse flies into a rage and draws his rapier, tapping the end of the blade on the stone floor with a *ting!* He demands an immediate resolution to his challenge.

Duels are a thing of the past in Highwater, but still occasionally practiced in the somewhat dreary Soan Ree. A duel is traditionally to first blood (in game terms Shaken or Wounded by an attack), though the formal rules permit a duel to incapacitation, or even death. A Common Knowledge roll allows the resident of Highwater to recognize this. "To first blood," if stated by either participant, makes the duel of a limited nature. Molse does not make this declaration, but honors it, if chosen by the hero.

Any Persuasion attempt to talk Molse out of this foolishness are at -4 due to his long-fed hatred, but a success sees him sulking away, somewhat diffused. If he is subdued without injury, palace staff members spirit him away and he is sent back to his estates that very night. Should he be injured, there is an outcry and healers are brought in to tend to his wounds. Molse is not a Wild Card, so if he is wounded, a single Vigor roll determines if he lives or dies.

The party incurs a -2 modifier to their upcoming Persuasion roll with King Pellam if Molse is injured, and a -4 if he is killed. There is no way for the party to turn this encounter to their advantage.



MEREDETH

Princess Meredith is Pellam's 20-year old third daughter (out of five). She is young, well-mannered, noticeably attractive, and the daughter of a king.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Guts d4, Healing d4, Notice d8, Persuasion d8, Swimming d6

Hindrances: Quirk (determined to get away from Soan Ree, with a husband, if possible)

Edges: Attractive, Noble

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Gear: Nice clothing, a bit of jewelry, general finery.

Investigation: There is nothing to be learned in the library about Meredith.

Streetwise: Success reveals that Meredith is a fine princess, intelligent, well-spoken, and well-regarded. This is not always true, even of royalty, so is noteworthy. On a raise, the character learns that Meredith is interested in leaving Soan Ree at almost any cost. She finds the pastoral country she grew up in tedious and boring. On two raises, the character learns that Meredith hopes to "escape" to Highwater on the arm of a suitable husband.

MOLSE REARDON

This young nobleman recently inherited his father's lands in the east of Soan Ree near the Highwater River. Before his death, Molses's father spoke to him constantly about the family's struggles to maintain their holdings. He placed much of the blame on Highwater, as the light timber prevalent on his estate does not compete well against the heavier timber from the Highwater Mountains. Moreover, the Highwater army once fought Arlit, some 50 years ago, on the Reardon estate, and much of the forest was burned. Some of the timber is just now recovering. Molses Reardon feels no love for any of Highwater's people. There are rumors everywhere that the advisors are in Soan Ree to talk of war, and young Lord Reardon listens intently.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d8, Guts d4, Notice d6, Shooting d4, Taunt d6, Tracking d6

Hindrances: Habit (Major: alcohol), Quirk (Dislikes the people of Highwater)

Edges: Noble

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Rapier (Str+1, +1 Parry)



Investigation: On a successful roll (at the court library), an adventurer learns the information above regarding the Reardon estate's location, primary source of income, and financial difficulties. On a raise, the researcher also learns about the battle 50 years before.

Streetwise: On a successful roll (either at court or in the town), an investigator learns that Molses is moody, temperamental, and prone to drink. On a raise, the adventurer learns that Molses harbors long-standing resentment against Highwater. The hero also finds someone who has overheard Molses complaining that Highwater cares only for itself and that Soan Ree should have no part in any war since it has only meant trouble for Soan Ree to ally with Highwater in the past.

PELLAM

At the appointed time, the party meets Pellam and has the opportunity to persuade him to ally with them. The advisors are likely to consider offering money or aid of one kind or another. Such funds would be welcome, but would not offset the cost of war to Pellam, so only grant a +1 bonus. If the heroes earn a success on the Persuasion roll, incorporating any modifiers earned in the previous scenes, King Pellam commits a significant portion of his army—200 cavalry and 600 foot—should hostilities begin. With a raise, Pellam commits an additional 25%, or 250 cavalry and 750 foot. Highwater could hope for little more.

RETURNING HOME

After another banquet (or simply another night if they were unsuccessful), the party returns home, retracing their steps. This journey also takes a week, and is graced with the heavy spring rains characteristic of the Highwater River Valley. The heroes are not hard-pressed, so no fatigue rolls are required, but they no doubt appreciate a night in the warmth of their chambers at Highwater Castle when they eventually reach their destination.

Meredeth, if present and despite her questionable motivations, proves to be an excellent companion—more than just a companion to her fiancée—as she talks easily on a variety of topics and asks engaging questions about the nature of Highwater Kingdom. She even broaches the subject of the oncoming war, demonstrating a relatively good grasp of the potential issues, both for Soan Ree and for the rest of the region.

Once home, the news from the orc kingdom is that Brokenjaw has indeed won the tournament, and has gathered some 2,000 orcs to him. They have moved out onto the plains “in celebration.” Days later, reports come that the celebrants are edging closer and closer to the valley leading to Highwater Castle. The king feels the advisors should go to the Army of the Mountains at Stellar’s Keep in case of attack. By the time the group is ready to leave again, word arrives that the orc army is marching, not exactly ... “celebrating.”

In Arlit, an army of around 3,000 has formed on the outskirts of the swamps near the capital, but it is four weeks’ march from the border and not yet moving. Scouts have been dispatched to monitor its location and progress. All the guessing and spying are suddenly moot, it would appear. But why would these enemies risk war? Highwater is strong. How can these others be assured of victory? Nevertheless, if Soan Ree agreed to an alliance, riders are dispatched with word to prepare for war.

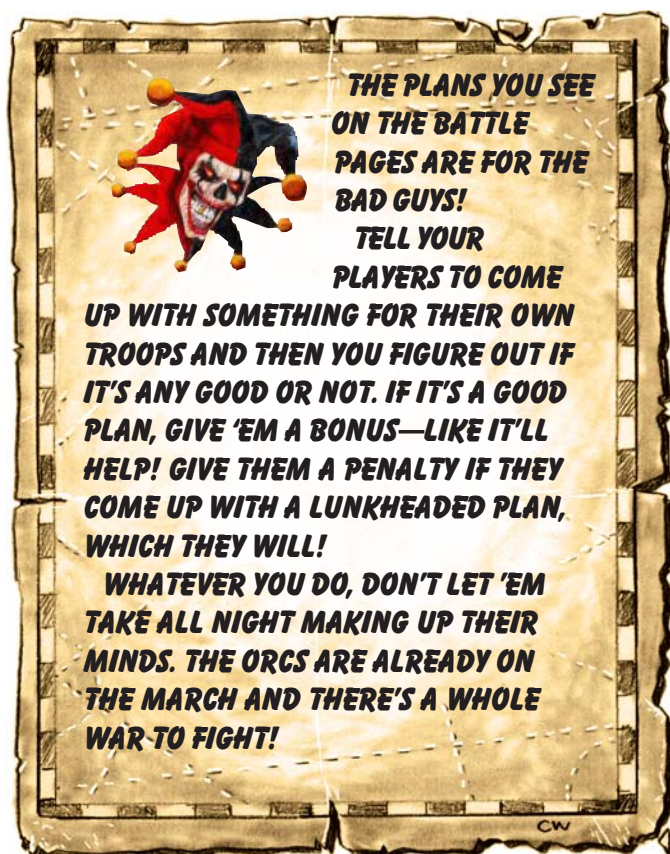
CHAPTER TWO:

THE BATTLE

STELLAR’S KEEP

The orc army has gathered on the plains with the newly-crowned king at its head and the heroes have been dispatched to lead the defense.

Stellar’s Keep is the oldest fort in the western passes of Highwater. It has stood for hundreds of years at the lower end of Laketown Pass as the first line of defense against possible invasions from the orcish tribes. It stands against the northern wall of a broad valley. Two high towers face the west, while the main gates are built into the south wall, looking out across the valley and threatening any army that would pass. The walls are scarred, pocked, and show many signs of repair, no doubt from previous invasion attempts in decades past. Even so, the keep is a dark and imposing sentinel against any who would intrude upon the lands of Highwater.



A mile across the valley to the south stands the Watchtower. A tall wooden structure is built on a stone pedestal and the combined height of the two reaches some 200 feet into the air, providing anyone inside a view west onto the plains. Signal fires are lit if and when an enemy force approaches and the watchers then retreat to the safety of the keep. A fire burns there now.

Around the valley, you see activity which heralds the impending battle. A field of tall grass lower in the pass is being burned and a nearby stand of timber—which would offer convenient battering rams—is being cut and burned. Soldiers respond to the shouts of their commanders as weapons, armor, and horses are checked for readiness. You see the approaching force at the base of the pass as a mass of dark shapes and quickly guess their strength at just less than 2,000. You have arrived just in time.

The heroes are met by the keep’s commander. He relinquishes command to them or welcomes their aid, as appropriate.

TERRAIN

There are hills behind the keep to the north, but the terrain is horribly rocky and wooded and cannot easily be scaled from below. For all intents and purposes, the keep may only be approached from the west, south, and east. The forests are cleared to a distance of 500 yards from the keep to the east. To the south and west is an open valley with a small stream running through it.

The valley is broad enough to field two armies, but the overall rise and narrowing of the valley provide an advantage to the higher army (that is, the one to the east). The keep itself aids the defenders as it forces the attacking army to factor it in. The terrain modifiers are as follows:

- The side fighting up the valley (toward the east) has a -1 to its Battle Rolls.
- If some defenders fight from the keep and some fight outside, the attackers have a -2 to their Knowledge (Battle rolls).
- If all of the defenders are in the keep, the attackers are at -3, the defenders at -2.

FORCES

The Army of the Mountains is present, in its entirety.

- Commander: minor leader with Knowledge (Battle) d6 and Spirit d6 or a player character
- Total Battle Value: 3,475
- The orcs have their entire army, as well.
- Commander: Blackhand Brokenjaw
- Total Battle Value: 4,750

This gives the orcs 10 tokens and the defenders 7. Brokenjaw enters combat whenever he feels he needs to demonstrate his leadership, which is any round the orcs have less than a three-token advantage. Brokenjaw has a role to play later in the story, so be certain—if you can—that he survives Stellar's Keep.

PLANS

The orcs charge up the valley and engage any outlying forces first, attempting to drive any opposition toward the keep. Brokenjaw's battle plan is overly simple and deserves a -1 penalty.

If the orcs are able to lay siege to Stellar's Keep, they become more organized and their plan modifier becomes 0.

The orcs lay siege for just one day while they build basic siege engines. From that point on, they assault during one turn every day until the keep falls or they break.

The orcs begin nighttime assaults on the second night of attacks if they have not captured the keep by then.

SPECIAL NOTES

Stellar's Keep has enough provisions for eight weeks of siege. Given the orc plans, this won't be important.

MORALE

If the defenders' plan includes moving significant forces away from the safety of the keep, they incur a -1 to their Morale rolls.

RETREATS

If the defenders are forced to retreat, they may choose to withdraw inside the keep and suffer the results of a siege, or they may abandon Stellar's Keep and retreat toward the next defensible point, the High Wall.

If the orcs are forced to retreat, they reform and attack after one day (the normal time for an army to conduct its Aftermath) as long as they have at least an equal number of tokens. If they have fewer tokens than the defenders, they accept defeat and retreat back down the valley. For now.

AFTERMATH

If the defenders are victorious, the remaining orcs scatter on the plains—to a point. Scouts report that the remnants of the army are staying near the foothills but are not reforming. Pursuing the orcs is impossible and ties up any forces committed to the attempt for a week.

If the defenders retreat to the High Wall, the orcs regroup and—unless the Highwater commanders choose to strike first—attack there one week later.

A FIGURE

If and when the orcs are defeated—or at any time deemed dramatically appropriate if the orcs are winning—a figure is spotted running from the orc lines toward the Highwater force. He is intercepted by a small group of Scout Cavalry, who lift him onto a saddle and ride to where the heroes are watching. "M'Lord," the sergeant states, "this man claims to be our spy."

It is, indeed, the spy, Drall. He is in orc garb with his face painted green. He makes the following report to the heroes:

Mr. Sunrise, he sent me back into the orc camp to see what I could learn, and well, when the tournament broke up with

Brokenjaw winning, I thought I oughtta keep tagging along, see? So I dressed like one o' them and dyed my face, like you see here.

Well, two nights ago, I found out what all the secrets were about. See, the last orc king, Rotbird was that one's name, didn't die o' plague, like they all said. He was poisoned. I know, 'cause Brokenjaw said so. An Arlitian it was that did it, too, with Brokenjaw's help. And nobody knew.

I can see from your faces you don't know orcs, much. See, they think the tournament is how their gods want them to pick kings and that the gods decide when they need a new king. They won't like hearing that Brokenjaw had a hand in it. But they won't do anything. They figure it's up to the gods to take care o' it, even if they don't like it. They figure they just need to kill the things they're supposed to kill and fight with honor and the gods and kings can sort out all the rest o' it. But, I made double-certain that some o' them shamans did know about it, see?

Drall plans to stay and help at Stellar's Keep (or wherever the army is), as he'd prefer to spend time away from orcs for awhile, he can't spy safely now that he's revealed himself.

THE ORCS

Don't read this section to the players! Brokenjaw attacked too early at Stellar's Keep. Vorishef's plan was to attack from both east and west at once to force the Highwater leadership into splitting its attention and its forces. He has sent an emissary with a lashing reprimand to Brokenjaw telling him to wait for the proper time. Brokenjaw complies, but reluctantly.

CHAPTER THREE:

UNLIKELY ALLIES

The heroes learn that the Arlitians are on the move and the king sends them on yet another diplomatic mission, this time to the barbarians of the south. If they manage themselves well there, they have an opportunity to endear themselves to the barbarians and gain a valuable ally.

Word comes to the advisors that the Arlitians have begun to march. The heroes are recalled to Highwater Castle to consult with the king who tells them, "My friends, we must find additional help. One of our villages far to the south conducts occasional trade with the barbarians of the icy wastes. Word has come to us that these barbarians were visited by the Arlitians some weeks ago. We must determine whether they mean to take action in this war—and for which side, if they do. Go to them and discover what you may about their intentions and convince them to fight with us!"

THE TRIP SOUTH

Goose Lake—the village in question—lies one week south of Highwater Castle. After three days of travel, the trail winds its way through Bear Creek, a typical mountain village and not the first the heroes have passed through. What the heroes find is sadly typical only of a kingdom at war.

An hour before they arrive in Bear Creek, permit the heroes to make Notice rolls to spot smoke rising from the trees some miles ahead. The smoke plume is thick and black, but not so heavy as to indicate a large fire. However the group approaches Bear Creek, they ultimately discover that the village has been devastated by an attack.

Broken arrows and broken pieces of crockery mix together amidst the ruins of what was once Bear Creek. Every hut and house has been broken or burned. No living creatures stir, save the carrion birds that startle as you approach. A few bodies and parts of bodies lie here and there; an old dwarf by the barn, a young man near the stable, two who may have been sisters near the creek itself. An ash mound in the center of the village suggests that many others may never be accounted for. The air is still ripe with the smell of death and an undercurrent of decay.

Successful Notice rolls determine that orcs were responsible, given the fletching on the broken arrows and some of the broken equipment. On a raise, a voice is heard quietly sobbing in one of the buildings which is barely standing, though untouched by fire. Inside, hiding in an oven, thirsty, hungry, dirty, scraped raw in places, and frightened nearly out of her mind, is Beatrice Noren, a young girl of about

eight who gives her name only as Bea, for the moment. She is beside herself, but clings to and cries on any who offer her comfort and safety. She eats, if offered food, then sleeps like the dead until the next morning, no matter how she is carried or moved. She regains some life after awakening, but is still a sad and morose little girl. She says nothing about what happened and if pressed only sobs inconsolably.

A single successful Tracking roll reveals that some of the fires have cooled enough to suggest the attack was, in fact, several days ago. The orcs responsible could be dozens of miles in any direction by now. Bear Creek and every one of its inhabitants, save only Bea, is dead.

THE BARBARIANS

Once in Goose Lake, the party may look for someone to take responsibility for Bea. If so, a family offers to take her in and care for her. The offer is clearly expected to be a permanent arrangement, but the hero or heroes who have rescued the young girl may feel ties to her that lead to other possibilities. Villagers such as these fully expect such lofty persons as our heroes to tell them what to do regarding Bea's welfare. Their trust that the heroes know best is nearly absolute.

One of the local fur trappers is assigned to guide the party to the barbarian settlement. The weather is surprisingly warm in the normally-cold southern climes, and the settlement is found on the morning of the third day.

Ahead on the flat tundra, snow still drifted in icy banks against some of the buildings, stands a collection of rough-hewn lodges and outbuildings. Most of them are large enough to hold dozens of people. "This is their winter camp. The only permanent one they got," your guide tells you. "Most years, they're long gone by now, hunting the elk and the deer as they head south. This year, they've stayed. Not sure why. We sent word 'cause we heard 'bout the orcs and such. Then somebody sees a bunch of Arlitians down this way and we figure we ought to let somebody know.

"These are good folks though. You got my word on that. They pulled my fat out o' the fire more'n once, and they always been right fair with trade and barter."

Throughout the camp move a variety of large, dark-haired men and women and

their children. The men wear heavy beards and the women all wear their hair long. Their clothing is made of supple hide and is light, appropriate to the weather. You see signs of heavier furs in storage as you make your way through some of the buildings. You are brought before the chief, Altuk Nunchai, a man with the eyes of a person who has seen his share of hardship. He greets you, but with cold reserve.

As introductions are under way, a runner comes into the tent, breathing heavily and drenched with sweat. Nodding to Nunchai, he says, "My chief, we have found Ja'Quai on the tundra. They are riding this way and are just two days away. They number more than a hundred."

Nunchai leaps to his feet at this news and strides from the tent. Stepping outside he shouts for men and weapons. He turns to the ambassadors and says:

Wait for me here. We go to meet the Ja'Quai and send them away. In blood, if that is their wish. I will return to hear what you have to say. These are not the first Arlitian visitors we have welcomed, as your presence here would suggest you already know. An ambassador came suggesting we join them to defeat Highwater by attacking your southern villages and drawing off some of your main force. I told them we do not involve ourselves in the affairs of the north. He warned me that we might suffer your fate if we did not assist. He claimed his king had ... allies. I do not think he meant the orcs. I sent him away. It is not our way to leave our lands.

If the heroes want to join the barbarians, Nunchai declines, saying the group cannot move quickly enough and that their horses would be easily spotted by the Ja'Quai. If pressed he points out that he has no reason to trust them and a suspicious man might wonder at the Ja'Quai and the heroes arriving at the same time.

More than 300 barbarians don weapons and armor in the village's central clearing. They then spend a few minutes in a curious ritual where they sit in groups of five, each painting the face and arms of the warrior on his right with designs and patterns in blue and red. Once finished, they rise as a group and run out onto the tundra, Nunchai at their head.

HEROIC DEFENSE?

The heroes are well treated by their hosts while they wait, now mostly women, children, and elderly, though a few warriors still stalk the compound. After a scant few hours, the temperature suddenly drops several degrees and a cry is heard from the southern end of town: "Wokkin! Wokkin!" Have the heroes make Common Knowledge checks at -2. Any who succeed know that a wokkin is a large and horrific beast that normally prowls the deep, dark south. Such beasts would not be expected here.

There are ten barbarians and whoever among the heroes chooses to respond to the alarms to fight the wokkin. Make a note of the group's reactions throughout this encounter, as it affects how Nunchai perceives them and responds to their offer in the next section. In particular, make note of the way the barbarian extras are used. Do the heroes take all the risks? Do they casually throw away their would-be allies?

WOKKIN (4)

Wokkin are large, bipedal creatures with white fur and long, horrible claws. They have an unusual ability to radiate cold around their body which can stagger their prey. They normally prowl the deep southern extremes, feasting on caribou or anything else they can find, including bears. They are normally solitary but sometimes hunt in pairs.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d10

Skills: Fighting d12, Guts d8, Notice d10, Tracking d10

Pace: 8; **Parry:** 8; **Toughness:** 11 (1)

Special Abilities

- **Armor +1:** thick fur.
- **Claws:** Str+2
- **Improved Frenzy:** wokkin may attack twice each round with no penalty.
- **Radiate Cold:** the area immediately around a wokkin in the size of a Large Burst Template is incredibly cold. Any character entering this area must make a Vigor roll at -2 or become Shaken. The roll is the same regardless of the number of nearby Wokkin. In any given encounter, once a combatant has succeeded in resisting the effects, she does not need to roll again.
- **Size +3:** wokkin weigh around 1,500 pounds and stand 10' tall.

ALTUK NUNCHAI

When Nunchai returns, he is at first confused, then angry. The Ja'Quai melted away on the tundra without facing his warriors. He realizes their presence was merely a diversion and an attempt to draw the army away from the village. When he learns of the attack, he is nearly unapproachable for a few minutes. Some of those who stayed behind in the village tell him the story of the defense, including the heroes' role, if any. He then approaches them and says, "Wokkin do not hunt in packs this large and they do not hunt this far north. I believe the Ja'Quai drove them here, but I don't know how. It seems the Arlitians mean to make war against us, whatever we may want. What say you to this?"

This is the opportunity to Persuade Nunchai to join with Highwater to fight their common enemy. The attempt is modified from -2 to +2 depending on how the heroes acquitted themselves in the fight with the Wokkin. If the attempt fails, Nunchai resolves to retreat with his people into the south, feeling that the Arlitians are unwilling to follow them there. On a success, he declares that he plans to lead his people into the south, but commits 50 warriors to the effort against Arlit. They leave in the morning just after the heroes depart.

On a raise, Nunchai commits himself and 400 warriors to the war in the north. He realizes he cannot hope to stay out of this fight and it is clear to him who his friends and who his enemies are.

The heroes, having accomplished their mission, should return as soon as possible. They are able to travel back to Highwater in a week, while it takes the barbarians perhaps two. They are fast, but not as fast as the party's horses.

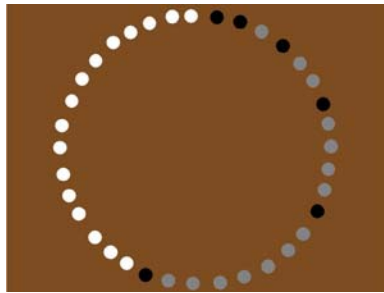
TOWER

During the travel, just a day north of Goose Lake, the group notices (without a roll) a building they had failed to spot on the previous trip. Any character with an Arcane Background or either Knowledge (Arcana) or Knowledge (Religion) is eligible to receive the following information:

You notice a structure, a tower, on the horizon as you ride. Because of its position in the shelter of a sweeping ridge, you didn't notice it on the ride south, but now its appearance reminds you of an old, perhaps ancient, story. A wizard of renown

retreated to the south of the kingdom and built a tower, forever sequestering himself away from the world of men and dwarves to study the arcane nature of magic and its relationship—which is believed to not exist—to divine magic. He was never again heard from, but you recall a distant classroom and the droning voice of a professor mentioning that this mage took with him an artifact which he had crafted but never bestowed upon anyone. The artifact was a sword of unknown abilities, but given its creator, must certainly have been an item of some power. This tower, partially hidden and unknown to you, might just be that ancient retreat.

If the character brings up this information and the party decides to investigate, they need only divert from their path for an hour to reach the tower. It is ancient and decrepit, but the stone door is firmly shut and there is no other way in. On the door is the following pattern of stones; the white and gray stones are rough river rocks, the black, polished obsidian.



If the PC's push stone number 33 (counting clockwise where the first black stone is number '1,' the door opens. If your group isn't enamored with this sort of puzzle, have them make Smarts rolls at -4 to figure out the answer.

WATCHERS IN THE WOODS

Lurking nearby in the woods, however, are six Ja'Quai warriors. They were sent to investigate rumors of this tower and have been trying to unlock the door. Unsuccessful thus far, they now watch the heroes from hiding in the hope that the heroes can solve the puzzle for them. They attack as soon as the door is unlocked.

Inside the tower is ancient, decayed wooden furniture, trunks of clothing, crumbled books and dried-up inkwells. The heroes may ascend the dangerous stairways with an Agility roll. On a failure, the character slips and falls, taking 2d6

damage. The second floor is as the first and nothing of interest is found. On the third floor, however, amidst the detritus of the wizard's ancient home, is hung a finely crafted scabbard, still in immaculate condition. The sword inside is the sword of legend. A Notice roll on this floor also turns up a perfectly-preserved tome of knowledge. This is the last treatise of Tokin, in itself a rare and priceless artifact.

TOKIN'S SWORD

This long sword is beautifully crafted, with a pearl set into the pommel and a pair of sapphires set into the crosspiece of the hilt. Arcane scrollwork decorates the length of the blade, which appears perfect and razor-sharp.

Anyone drawing Tokin's Sword must make a Spirit check at -2. On a success, she feels a warm, secure glow begin at her hand and spread up her arm to her shoulder and the rest of her body. Observers see a faint glow in a halo around the character. The sword provides 2 points of armor when drawn, similar to the *armor* power, and does Strength+4 damage. If the Spirit check fails, that character may use the blade as a normal long sword, but its arcane properties never work for her.

THE LAST TREATISE OF TOKIN

Tokin spent many years researching the nature of magic and whether there was a relationship between magic and miracles. This treatise details his discovery. A character with an appropriate background in the subject (Knowledge (Arcana or Religion) at least d6) may spend a week reading the treatise to learn what Tokin discovered: Both arcane powers affect the world by manipulating the basic elements (air, fire, water, and earth) in varying combinations. Magic takes its energy to accomplish this from the caster's personal mental energy, which is closely tied to his or her intelligence, while Miracles take their energy from the caster's spirit or soul. Other than that, however, the two disciplines work on the same principles.

This treatise may not be well received by all, and it is a largely theoretical work, dense and impenetrable, which makes it difficult to explain to the layman. It strongly suggests, however, that any power which may be cast by one school may be cast by the other as well. A character who has read the treatise and has it available when making a Knowledge (Arcana or Religion) roll may add +2 to that roll.

CHAPTER FOUR:

SORTIE AT MILLER'S FORD

The heroes return from the south to find that their reinforcements from Soan Ree are going to be challenged in their crossing of the Highwater. They may ride to lead their allies against the Arlitians.

If, by chance, the heroes chose to station troops from the Army of the River at Miller's Ford to avoid exactly this sort of tactic, the Arlitians think twice about committing to this attempt. If they face even a 1-token deficit, they abandon the attack. Skip to the Aftermath section and move on. Also skip ahead if there is no Soan Ree Contingent participating in the war. Otherwise, read on.

When the party is two days' ride from Highwater Castle, they are met by a small scout patrol and told that the Soan Ree Contingent is nearly to Miller's Ford, but so is an advance group of the Arlitian army. The party is welcome to ride to the ford to assist the Soan Ree Contingent, if they wish. There is no time to organize any troops, however, as the armies are too close to the crossing.

DESCRIPTION

The only ford on the Highwater River below Great Rock Falls, this wide, shallow crossing allows easy access to both banks.

Miller's Ford is the last available crossing of the Highwater River from the west. The river spreads wide over several hundred yards of rocky riverbed and permits people, horses, and wagons to cross. On either side of the ford is a mill, one in Soan Ree, one in Highwater, which mills logs from upriver and sends the lumber to either Soan Ree or Arlit, by floating it further down the river. The ford is not wide enough to allow many to cross abreast—perhaps 30, on horseback—making it a critical location in any military engagement which includes Soan Ree.

You can see a number of logs from the early spring work piled up in the shallows on either side of the river just upstream from the ford. The river is no longer swollen from the spring rain or summer thaws, so the ford is easily passable.

TERRAIN

Rolling hills on either side of the river provide some landscape, generally favoring an army defending the ford.

- An army attacking through the ford to the opposite bank suffers a -2 to its Battle Rolls.

FORCES

The entire Soan Ree Force is present.

- Commander: Minor leader with Knowledge (Battle) d4 and Spirit d6 or a PC
- Total Battle Value: 1,200 or 1,600

Against them is half the mounted portion of the Arlitian army:

- Commander: Minor leader with Knowledge (Battle) d6 and Spirit d8
- Cavalry: 300 (900)
- Ja'Quai Warriors: 200 (800)
- Total Battle Value: 1,700

The Arlitians have 10 tokens. If the smaller Soan Ree force is there, it has 7 tokens. If the larger Soan Ree force is present, it has 9 tokens.

PLANS

The Arlitian plan hinges on facing only part of the enemy force at any one time (via the ford). This plan is worth +1.

MORALE

No modifiers.

RETREATS

The Arlitians withdraw from the battle if they fail a morale roll. Their hope is to block the Soan Ree contingent from crossing the river. If they cannot achieve this, they allow their larger army to deal with them.

If the Soan Ree force routs, it retreats to its capital and no longer takes part in the war. Otherwise, the heroes are welcome to attempt the ford until they are able to cross.

AFTERMATH

Make a note of the total Battle Value of the remaining Arlitian force. It can be added to the Battle Value given in the next battle to make calculating the Arlitian total easier.

Word is delivered to the advisors that the orc army has reformed. They may deal with this and the threat of the Arlitian advance—the main army is still just less than two weeks away from the Foothill Forts—however they wish.

The Soan Ree contingent, if available, is sent wherever the heroes choose. The next battle assumes the Army of the River is stationed at the Foothill Forts. If that is not the case, the timing of that battle may change, as Arlit simply marches toward Great Rock Falls instead of attacking. (A Common Knowledge roll points out to the General that the Foothill Forts offer the best defensive position in the east, and it might be best to hold the enemy there rather than move people around.)

At the end of another week, if they chose to join the cause, the barbarians arrive at the Foothill Forts. They camp near the Highwater army, aloof but not unfriendly. On the morning of the expected battle, they emerge from their tents with their hair tied back away from their faces and their beards trimmed short. Once again, there are various designs and patterns painted onto their forearms and foreheads in red and blue. Murmurs run through the Highwater army that it's good they're on their side.

CHAPTER FIVE: THE ARLITIANS AT THE FOOTHILLS

A portion of the Arlitian army attacks at the Foothill Forts while the remainder moves into a flanking position to push the allies away from the forts. Arlit also has an ally present that strikes fear into the hearts of the defenders. If the heroes are not present, the commander fights the battle and the advisors hear the stories of the fearsome opponents second hand.

Across the lower foothills of the Highwater Range stretches a line of fortifications and towers which form the first line of defense on the eastern border of Highwater.

BATTLEFIELD DESCRIPTION

The foothill forts stretch across the tops of the lower foothills over a space of a couple of miles. They don't block passage, but the combination of towers, stone walls, and palisades forces an opposing army to pick its way through. Perhaps a greater investment could connect all of these smaller fortifications into a single, long

wall, but even Highwater's wealth has not been up to that task. Nevertheless, these forts are the most advantageous defensive position on the Arlitian border.

THE DEMONS

If there is a fight here, read the following to the players as the battle opens:

It certainly appears as if the Arlitians have overstepped themselves, you think to yourself as you stand in your position, watching the approach of the army. Yes, they are strong, but you are also strong and your army is well-positioned here at the forts. The attack here seems risky and foolish. Strange, it appears their numbers are smaller than the scouts reported. Why attack with less than their full number? Why attack at all? Even the orc allies aren't likely to turn the tide far enough to actually defeat Highwater.

And so your thoughts run, as their infantry marches into a position about a quarter of a mile from the fortifications. Once there, however, they pause. You watch as ten dark figures stride forward. As they pass the line of soldiers, you feel your heart rise in your throat. They stand taller than the officers sitting on their horses. They are as broad as two men. What are they?

A babble of noise—with a note of hysteria—ripples through the lines of your troops. You hear the lieutenants and sergeants calling for calm, but even some of their voices have a quailing note to them. Suddenly, around these ten dark figures, dozens—no hundreds—of smaller forms begin appearing as if out of nowhere. These new creatures have strange shapes and many appear to have wings. They flit and cavort as they hover near the ground, or dance on the earth itself in wild paroxysms of ... you're afraid to think what.

This entire mass of strange beasts suddenly charges forward with an otherworldly cry. You hear the thunder of hoof beats and the battle cry of the Arlitians rushing toward you in their wake.

TERRAIN

Low hills, an occasional ridge, and the many towers and walls provide an advantage to a force that is positioned for defense.

- The hills and forts give attackers a penalty of -2, if the defenders have arrayed themselves behind and within the fortifications.
- If the attackers outnumber the defenders by 2:1, the attackers' penalty becomes only -1 as they may outflank some of the defenders. (See Forces, below.)

FØRCES

Arlit brings all of its infantry, the demons, and the remnants of the force sent to Miller's Ford. The Battle Total is the Miller's Ford remainder plus 6,080. The other half of the Cavalry and the Ja'Quai have been sent to outflank the defenders.

The defenders are as follows:

- The Army of the River (5,000 if still intact).
 - The Barbarians, if they chose to commit warriors (150 or 1,200).
 - The Soan Ree force, if it crossed the ford successfully and was sent here.
- Ask the players for their Battle Total.

PLANS

The Arlitian force attacks to create a diversion and attempts to rout the Highwater force quickly.

The Arlitian attack has a +2 in the first round due to the surprise of the demons' appearance.

Vorishef does not commit during this battle. Calidman commits if the armies are relatively similar in strength. For example, if there is a sizeable allied force.

SPECIAL NØTES

After the first round in which Arlit loses a token, each player character may make a Smarts roll to observe that the fall of a major demon was accompanied by the simultaneous disappearance of a number of minor demons and that concentrating on the major demons is the best plan. This provides +1 to the Battle roll for all subsequent fights against the demon army. Should a player come to this conclusion before the battle, let them start with this bonus and give that player a benny!

The Highwater force has difficulty fighting against this horrific foe. The Fear ability of the demons makes it extremely difficult to coordinate attacks against such large numbers of them. The Highwater force is at -2 to its leader's Battle Rolls as a result.



On a Notice check, a hero notes that the barbarians do not suffer from the same fear that the Highwater army does. This becomes important later, when the heroes attempt to find a way to help themselves against the horrific enemy.

A hero may choose to seek out a major demon in the course of the battle. The character subtracts 2 from her skill roll and takes an additional 2d6 damage, but automatically earns an additional +1 to her side's Battle Roll.

MØRALE

The demons are fearsome, giving the Highwater force a -2 to all morale checks.

RETREATS

The Arlitian force reforms and attacks as many times as are necessary to drive the Highwater army away from the forts. They stop only if routed or if they are unable to begin a battle with as many as six tokens.

AFTERMATH

After the second round of battle, scouts report that the rest of the Arlitian mounted force has moved south into a flanking position. There is little chance of holding the forts against them. If the advisors do not withdraw, a fight begins in two days with the entire Arlitian army on this



CHAPTER SIX:

THE ORCS REGR0UP

The orcs have reformed their army and may attack again (optionally, see the following section), or are mobilizing to continue their drive toward Highwater Castle. This battle, then, takes place on the plains if the Highwater forces attack, at Stellar's Keep again, or at the High Wall. This attack more or less coincides with the attack by the Arlitian force at the Foothill Forts. The heroes may or may not have sent some of their number to the defense of the west. If not, resolve this battle with the local commander.

F0RCES

The orcs bring whatever they have left after the battle of Stellar's Keep (or whatever battle was previous to this one).

If the orcs have a 2-token deficit (or more), they do not attack, but instead form on the plains at a location close enough to be threatening. They have been told to do so in order to keep the attention of the Army of the Mountains.

The Highwater side has the Army of the Mountains and any heroes who have arrived. The local commander has Knowledge (Battle) d6 and Spirit d6.

PLANS

If the orcs are at the High Wall, they have built the massive siege engines necessary to earn a +2.

The orc battle plans are straightforward, relying on numbers or the siege weapons. They generally have a 0 modifier for their plans.

M0RALE

No special morale notes.

RETREATS

The orcs only withdraw if they face a deficit of 2 tokens or more. They otherwise continue to reform after any battle during which they are forced to retreat and attack again. If they ever rout, they are broken and do not return.

AFTERMATH

If successful, the orcs continue their drive, attacking the next fort in line in the next week. If they fail, they scatter to the plains and are not a threat again.

battlefield. As noted, the attackers have a -1 penalty for the fortifications in this case.

The barbarians take only half the losses indicated by the net token loss due to their ability to fight without fear.

Minor demons do not need to be accounted for using the typical methods. First, account for the losses to the major demons. (Always ignore fractions when calculating the losses for them.) Then multiply the remaining number of major demons by 100 to represent the number of minor demons available for the next battle. The major demons can replenish losses to their summoned followers in about a day.

If the Highwater army withdraws, the Arlitians regroup at the forts and march to Great Rock Falls in the next week.

If, by chance, the Arlitian army is defeated here, skip to the Personal Demons section on page 19 for the climax to the adventure.

BLACKHAND'S LEGACY

Should the orcs be defeated, some of the shamans feel their gods have spoken. They begin a chant, "Chakrit na, chakrit kha!" which is taken up by many of the orcs. Brokenjaw stops and stares at the orcs around him. As the chant gets louder, he begins to attack the orcs nearest him, until they all scatter and he is left standing momentarily alone on the battlefield.

Drall suddenly appears near the heroes, looking wild-eyed and talking excitedly.

They're denying him! They're saying the gods aren't supporting him anymore! But they won't kill him. We need to prove them right! This is a new trial for Brokenjaw. If he passes, they'll accept him back as king. Personal combat! Orcs value honor. Don't send the army or they'll all come back again, but somebody should go kill him!

The advisors are free to choose one of their number to attack the formidable Brokenjaw. He faces any and all comers as he recognizes it is his time to prove to his people that the gods still embrace him.

If a warrior defeats Brokenjaw, a dramatic speech is appropriate, with Drall translating. You can determine the results as you wish, but the orcs have another tournament to start, and are already talking about who the favorites are, considering who has been lost in the war.

INTERLUDE:

FØRGØTTEN LØRE

The scene now shifts back to the eastern front. Any character with the skills Knowledge (Arcana) or Knowledge (Religion) who was present at the first manifestation of the demons should be read or handed the following. If, by chance, none of the characters present have those skills, allow a hero with Knowledge (History) or Knowledge (Battle) to receive the information. If none of the group was present or there has not yet been a battle against the demons, skip this section entirely.

As you ponder the hideous beasts that you faced at the Foothills, you recall the histories. The lesson that comes to mind was delivered in a droning voice by an ancient professor on a warm spring day.

You remember looking out the library window and wishing you were anywhere but there at the moment, but the lesson stuck with you. Highwater has once before, perhaps 500 years, perhaps longer ago, faced similar enemies. And she stood against them. What were the details? You can't recall.

But the knowledge is in the Tower Library at Highwater. You are certain of that.

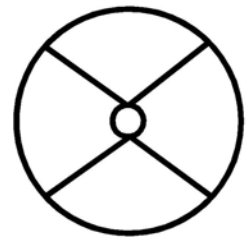
A character using the Tower Library may roll Investigation with a +2, given the resources available in the library. A success finds a source that tells the story of the previous invasion, some six centuries ago. Demons called from another existence attacked Highwater, ultimately laying siege to the castle. Based on lore discovered by the High Cleric and the Arch-Mage working in concert, a large number of special amulets were crafted and delivered to the defenders of Highwater. These talismans fortified the spirits of the defenders and protected them from the fear that surrounded the creatures. There are many chests in the catacombs which store the ancient protectors.

The heroes can ask to have the chests recovered, but the curator knows there is only one such chest left, in spite of what the old tales say. "These symbols are made of platinum. In years past, they were melted down. The king's crown itself was made from some of these symbols lo, these many years ago."

The chest contains 1000 amulets.

A hero who has seen the barbarians is permitted a Smarts roll to recognize the symbols painted on the barbarian's foreheads are identical to the ones in the chest. If they also noticed the barbarians appeared immune to the demons' fear, they should be more than able to put two and two together. In addition, anyone who has perused Tokin's Last Treatise may make a Smarts roll to recall seeing the symbol in the text. A quick perusal finds the drawing and a simple "Universal ward?" scrawled below it in the treatise.

The fact is that the symbol itself has arcane warding properties as it represents the four elements surrounding a central core, representing the person's spirit. The demons' fear, originating on some other plane of



existence, cannot affect someone protected by the symbol. It doesn't matter if the symbol is worn as an amulet, placed as a device on a shield, or painted on the skin. If it is present and visible, the bearer is protected. The ancient lore suggested it must be made of precious metal, but that simply isn't true.

The Barbarians know none of this. They simply follow a tradition handed down for generations. Perhaps they were also in that battle long ago. The archives are silent on the subject.

CHAPTER SEVEN: THE BATTLE OF GREAT ROCK FALLS

This battle may not take place at Great Rock Falls, of course, but it is the most likely site. Outflanked at the Foothill Forts, the Falls are the most defensible location short of Highwater itself.

BATTLEFIELD DESCRIPTION

The roar of the falls is the first thing you notice every time you approach this place. The river crashes in a 250-foot vertical drop on either side of the enormous rock that gives these falls their name. The stones at the bottom of the fall are worn smooth by the years of pounding from the water.

You feel the cool touch of the water as the spray catches the wind and settles on your face. The cliff runs more or less north to south and its height falls off somewhat a few hundred yards south of the pool. The ground there becomes more passable, though the thick forest would slow the advance of anything so large as an army.

The cliff can be scaled at a number of points, but most important is the Great Ramp, a massive, earthen construction which allows large numbers of riders, carts or—in this case, soldiers—to march to the higher ground above the falls. At the top of the Great Ramp, the road continues to Highwater Castle, and there is only a little space between the cliff tops and the tangle of forest.

TERRAIN

There is enough room to field an entire army below the cliff, but this provides no advantage to the defenders. Above the cliff, an army can array itself to defend the tops of the cliffs and the road itself, but the cramped space somewhat limits their effectiveness.

- An army defending at the top of the cliff gets a net of -1 to its Battle Rolls.
- An army attacking up the road receives a -3 to its Battle Rolls.
- An army attacking down the road from the cliff receives a -2 to its Battle Rolls.
- An army deployed below the cliff's has no bonus or penalty to its Battle Rolls, but its morale rolls are at a -1. If the fight goes poorly, there is only a little room for escape up the road.

FORCES

Arlit brings everything they have left.

Highwater has whatever is left of the Army of the River and whichever allied units have joined the cause.

PLANS

Each round after the first, the demons simply fly up to the top of the hill, sending the Arlitians up the road. This earns them a +2 bonus.

The Arlitians attack at night, every night.

SPECIAL NOTES

All Special Notes from the Arlitians at the Foothills are in effect.

If the advisors distribute all 1,000 of the amulets found in Highwater Castle, the penalty for the demons' Fear is reduced to -1. If they also paint or otherwise fashion symbols for the rest of the army, the penalty is eliminated.

If Calidman is killed, the demons break free of their mystical bonds and wreak havoc on any and all around them for one hour. They then fade back out of existence. The Arlitian force immediately loses a number of tokens equal to the number of tokens represented by the demons plus one. This additional token represents the carnage wrought by the demons before their disappearance. Arlit's subsequent morale roll is at an additional -2, for that round only.

MORALE

The demons are fearsome, giving the Highwater force a -2 to all morale checks, unless the army has been equipped with amulets, as described above. If there are only 1,000 troops with amulets, the penalty is reduced to -1. If the entire army is protected, the penalty is eliminated.

On the second day of battle, should it last so long, the King of Highwater arrives, providing +2 morale to the defenders for the duration of the battle.

RETREATS

The Arlitian force continues to attack until it is routed.

AFTERMATH

If the Arlitian force is routed or destroyed, see the Personal Demons chapter for the climactic encounters.

If the Highwater force is defeated, it has no choice but to retreat to Highwater Castle. The Arlitian force pursues it and attacks one week later. If defeated there, the war is over and Highwater has lost. The exact fate of the adventurers is in your hands, but defeat can provide a starting point for future adventures as readily as can victory.

PERSONAL DEMONS

Once the Arlitian force is routed, Vorishef snaps, just a bit. His plan, his hopes for conquest, or even a crown of his own, are disintegrating around him. He assigns responsibility for this disaster squarely on the shoulders of General Axebite or the most appropriate military leader among the heroes present. Read the following to the General:

As you survey the battlefield and the retreating army, you notice a figure—a familiar figure—standing behind the line of retreating Arlitians. He is staggering a bit and has his weapons drawn, but they are dangling unthreateningly at his side. At the same moment, you hear a voice calling your name. "Axebite! Hart Axebite! Come let me kill you!" Your old enemy is here, and you can finally give him what he deserves, and by your own hand.

As the two generals clash, the other heroes likely gather to watch the fight. A rider races toward them out of the trees from the west, his clothing scorched and his arm terribly burned. "The sorcerer! He rides there, in the forest, with some of his ... monsters! He killed six of us and escaped before we could ride him down!"

The heroes should take this opportunity to pursue this dastardly foe. The wounded soldier leads the pursuit to the site of the attack, but rides no further in order to return for medical attention. A single Tracking roll turns up Calidman's trail and the heroes can pursue him. Calidman has only the number of Power Points he had left after the final battle, minus 4 for the *blast* he cast against the cavalry. Calidman has two minor demons with him for each hero in the pursuit. These demons sacrifice their lives for Calidman without hesitation and fight to the death.

If the advisors fail their Tracking roll, they simply wander through the woods in the direction they believe is correct. Calidman then ambushes them and kills as many as possible before escaping again.

Either course may result in a chase or a tabletop battle, as you prefer. In a chase, the woods are considered to have Thick obstacles.

AFTERWORD

The heroes have either led the forces of Highwater to a hard-fought victory or they are prisoners or fugitives from the Arlitian conquerors. Should Highwater win the war, Arlit cedes prime farmland along the river near the foothills. If the heroes lose, there are many, many opportunities for adventure as they attempt to take back their homeland.

OTHER BATTLEFIELDS

The main storyline does not require a battle at any of these three locations. They are detailed here in case they are needed. Make up the details of the plans, morale, and retreat sections, as appropriate to the circumstances.

HIGH WALL

Across a narrow pass just west of Highwater Castle, this 50-foot high wall stands and protects the highlands of Highwater from western invasions.

DESCRIPTION

The newest of Highwater's fortifications, the High Wall was built a few decades ago during a time of plenty, when there was little danger but still a desire to do something for the kingdom. It rises to a height of more than 50 feet above the valley floor, stretching between two sheer rock walls. The black stone of the wall is broken only by a series of arrow slits some two stories above the ground and by the broad, wooden gates.

TERRAIN

The High Wall sits a day's march from Highwater Castle. This means that an enemy in the field around the castle makes it impossible to hold the High Wall from the east. Nothing more than a goat trail permits anything to get past the wall unless the gates are open.

- Given the narrows and the high wall, attacking armies suffer -4 to their Battle Rolls.
- Defensive forces behind the wall can pour down arrows, rocks, or any other substance on attackers, but their mobility is hampered by the wall. Defenders have a -3 to their Battle Rolls.

HIGHWATER CASTLE

A city designed to withstand siege, the six points of the outer wall of Highwater Castle provide little hope to attackers of the walls being easily battered down.

SPECIAL NOTES

Highwater has a permanent garrison of 300 foot soldiers (2) and 200 archers (2) at Highwater Castle. These troops may be added to the Highwater side for any battles fought at this location.

Highwater has sufficient provisions for a siege of three months.

DESCRIPTION

Highwater Castle straddles the headwaters of the Highwater River, a spring which rises from deep within the mountains and runs clear and clean every season of the year. The outer wall of the castle is shaped like a six-pointed star, making it difficult to fire siege missiles at right angles to the wall without coming into range of the defenses.

The portion of the city that is outside

these walls is completely silent. Fully half the city's population normally lives out on the plain, but the threat of war has driven everyone to the safety of the enclosed castle. Food will no doubt be scarce soon, and even the water supply may not keep up with the demands. A long siege does not favor the residents. Or the army.

TERRAIN

The castle is designed to withstand attack for weeks, if not months.

- Attacking the castle gives -4 to the Battle Rolls of the attackers.
- Defenders inside the castle have +1 against any attacking force, given the castle's design.
- If the defenders are deployed to the field, both sides are at no modifiers.

THE PLAINS

The plains stretch away to the west of the Highwater Mountains. The orcs inhabit them from the north to the distant south.

DESCRIPTION

The rolling plains of the orc tribes stretch out before you. Waves of short grasses blow in the gentle breeze. On the horizon, you spot a herd of horses, galloping south. The orcs hunt them for food, as they do the buffalo. Sometimes, young men and women from Highwater ride onto the plains in the hopes of leading some of the horses back to Highwater. These horses are highly prized for their strength and endurance.

The landscape is broken only by the occasional stand of trees or by small streams trickling out of the mountains to cross the plain and empty into Lake Rockchuck. The gentle roll of the plain continues to the edge of sight. Were it not for the war—and the orcs—this would be a pleasant land.

TERRAIN

The plains are wide open and could field any number of large armies. There is no advantage to any one location to any particular side in a conflict, though there are a number of rolling hills and small streams a commander could incorporate into her plan.

- The plains favor highly mobile forces, so any force with at least 25% of its Battle Value coming from mounted units gains a +1.

THE FØRCES

Each army is detailed below. The Highwater forces are split into two armies: the Army of the Mountains, which protects the kingdom's western flank from the orcs, and the Army of the River, which is deployed to the east.

The number in parentheses after the unit name is the relative strength (Battle Value) of that unit. Commanders and other major characters are not included in the Battle Totals. Instead, they are listed in the Profiles section (next page), including an approximation of their rank, which allows them to be treated like a hero in a mass battle.

Minor leaders are considered to be a small group of officers working together, so any minor leader rolls are actually group rolls and include a Wild Die.

THE ΔRMY ØF ΔRLIT

- Commander/Villain: Moriol Vorishef, Lord High General
 - Villain: Benevolence Calidman, Demonologist
 - Cavalry (3): 600
 - Foot Soldier (2): 1,500
 - Greater Demon (8): 10
 - Ja'Quai Warrior (4): 400
 - Minor Demon (3): 1000
- Battle Total:** 9,080

THE ΔRMY ØF THE MØUNTAINS

- Commander: a PC or minor leader with Knowledge (Battle) d6, Spirit d6
 - Archers (2): 400
 - Foot Soldiers (2): 650
 - Heavy Cavalry (5): 200
 - Scout Cavalry (3): 125
- Battle Total:** 3,475

THE ΔRMY ØF THE RIVER

- Commander: a PC or minor leader with Knowledge (Battle) d8, Spirit d8
 - Archers (2): 600
 - Foot Soldiers (2): 850
 - Heavy Cavalry (5): 300
 - Scout Cavalry (3): 200
- Battle Total:** 5,000

THE BARBARIANS

- Commander/Hero: Altuk Nunchai
 - Berserkers (3): 400
- Battle Total:** 1,200

THE ØRCΣ

- Commander/Villain: Blackhand Brokenjaw, the Orc King
 - Black Guard (3): 150
 - Foot Soldiers (2): 1,500
 - Shamans (2): 50
 - Wolf Riders (3): 400
- Battle Total:** 4,750

THE SØAN REE CØNTINGENT

- Commander: minor leader with Knowledge (Battle) d4, Spirit d6
 - Cavalry (3): 200 or 250
 - Foot Soldiers (1): 600 or 750
- Battle Total:** 1,200 or 1,600

PROFILES

HEROES AND VILLAINS

These are the main NPCs in the story. Their rank is included so they may be used in a mass battle.



BLACKHAND BRØKENJAW, THE ØRC KING

The new king is a force to be reckoned with in hand-to-hand combat.

Rank: Legendary, +4 in mass battles

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d12+1, Guts d8, Intimidation d8, Knowledge (Battle) d8, Notice d8, Stealth d4

Hindrances: Bloodthirsty, Overconfident

Edges: Brawny, Improved Block, Improved Frenzy, Mighty Blow, Nerves of Steel

Charisma: -4; **Pace:** 6; **Parry:** 9; **Toughness:** 11 (2)

Gear: Great Axe (Str+4, -1 Parry, 2 hands), chain mail (+2)

Special Abilities

- **Size: +1:** orcs are slightly larger than humans.

BENEVOLENCE CALIDMAN, DEMONØLØGIST

A vile, twisted man obsessed with power, Calidman has subtly influenced the Arlitian king to war.

Rank: Legendary, +4 in mass battles

Attributes: Agility d6, Smarts d12+1, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Guts d12, Spellcasting d12, Intimidation d10, Notice d12, Taunt d10

Hindrances: Bloodthirsty, Delusions (dark masters have magnificent rewards in store for him), Ugly



Edges: AB (Magic), Extra Power Points x 4, Strong Willed

Powers: armor, barrier, blast, bolt, demonic bargain, fear, obscure, puppet, summon demon

Power Points: 30

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (5)

Gear: Demon fork (Str+3), demon hide armor (+5)



ALTUK NUNCHAI, BARBARIAN CHIEF

Altuk knows something of fighting, but is primarily a wise ruler of his people.

Rank: Heroic, +3 in mass battles

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d8, Stealth d6, Survival d8, Tracking d8, Throwing d8

Hindrances: Loyal, Vow (major: to protect his people)

Edges: Berserk, Command, Fleet-Footed, Hard to Kill, Harder to Kill, Inspire, Improved Sweep

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (1)

Gear: Great axe (Str+4, AP 1, -1 Parry, 2 hands), Belt of Baratuk (+2 to Strength rolls), leather armor (+1), throwing spear (2d6, 3/6/12)



ØRIØL VØRISHEF, LØRD HIGH GENERAL

The crafty Vorishef is a highly competent general who fully expects to crush Highwater and its allies.

Rank: Heroic, +3 in mass battles

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Guts d8, Knowledge (Battle) d10, Notice d8, Riding d6, Stealth d6, Taunt d8

Hindrances: Enemy (major)

Edges: Command, Fervor, Florentine, Frenzy, Hold the Line!, Level-Headed

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

Gear: Chain mail (+2), long sword (Str+3), short sword (Str+2)

ARITTY UNITS

Many of the profiles in this section are not strictly required to play the battles in the Highwater War, but it is recommended that the GM familiarize herself with them, as they provide the basis for the colorful descriptions that add to the enjoyment of the players during the battles. An Arlitian cavalry charge is much more entertaining if it includes descriptions of the javelins flying as the riders close with their enemies.

The Battle Value of a unit is the only value you need for most units. Mounts are not given Battle Values of their own. Instead, their cost has been added to the Battle Value of their riders. So, for example, the Battle Value of the Arlitian Cavalry unit (3) includes the value of the Cavalry Horse. Battle Values are calculated by dividing the Troop Builder Cost by 25 and rounding normally.

ARMY OF ARLIT

CAVALRY

The half-elves and humans of Arlit's plains and hills form a light cavalry unit.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Notice d6, Riding d8, Throwing d6

Hindrances: All Thumbs (half-elves only)

Edges: Low Light Vision (half-elves only)

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Gear: Cavalry horse, chain mail (+2), horseman's axe (Str+2), 3 javelins (4/8/16, Str+2, AP 1), medium shield (+1 Parry, +2 Armor)

Troop Builder Cost: 45 + Cavalry Horse

Battle Value: 3

CAVALRY HORSE

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Guts d6, Notice d6

Pace: 8; **Parry:** 4; **Toughness:** 9 (1)

Gear: Leather barding (+1)

Special Abilities

- **Fleet-Footed:** Cavalry Horses roll a d8 when running.
- **Kick:** Str.
- **Size +2:** Cavalry Horses weigh between 800 and 1000 pounds.

Troop Builder Cost: 40

FOOT SOLDIER

The core of the Arlitian army, the foot soldiers are primarily humans, gathered from all of Arlit.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d8, Guts d6, Intimidation d4, Notice d6

Hindrances: -

Edges: Frenzy

Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Gear: Chain shirt (+2), long sword (Str+3), small shield (+1 Parry)

Troop Builder Cost: 40

Battle Value: 2



GREATER DEMON

These are large, winged, fearsome, other-dimensional beings with great power.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+1, Vigor d12

Skills: Fighting d12, Notice d10, Intimidation d12, Taunt d10, Spellcasting d8

Hindrances: -

Edges: AB (Demonic Magic), Extra Power Points x 2, Improved Level-Headed, Improved Frenzy

Powers: armor, blast, boost/lower trait, puppet

Power Points: 20

Pace: 6; **Parry:** 8; **Toughness:** 14 (2)

Special Abilities

- **Armor +2:** scaly hide.
- **Claws:** Str+3.
- **Demonic Allies:** May summon 100 minor demons once per day at a rate of 10/round. These minor demons automatically do the greater demon's bidding. They dispel if and when the greater demon is destroyed or at dawn the day after they are summoned.
- **Demonic Toughness:** Toughness +2.
- **Fear -2:** Greater demons are terrible to behold and force Guts checks at -2.
- **Immune to Fear:** Greater demons are immune to Fear and Intimidation.
- **Size +2:** Greater demons are nearly 9' tall.
- **Wing Concussion:** A greater demon may attack with its wings to buffet its opponents. This is treated like the Stun power (with no Power Point cost), and affects the area of a Medium Burst Template centered on the demon.

Troop Builder Cost: 198

Battle Value: 8

JA'QUAI WARRIOR

The Ja'Quai are half-elven warrior mages from the dark swamps of Arlit.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d6

Skills: Fighting d8, Guts d8, Intimidation d6, Notice d8, Riding d8, Shooting d8, Spellcasting d8, Survival d6

Hindrances: All Thumbs

Edges: AB (Magic), Block, Extra Power Points x 2, Low Light Vision, Steady Hands, Woodsman (swamp only)

Powers: armor, bolt, boost/lower trait, obscure, smite

Power Points: 20

Pace: 6; **Parry:** 8; **Toughness:** 7 (2)

Gear: Bow (2d6, 12/24/48) and 24 arrows, chain mail (+2), cavalry horse, long sword (Str+3), small shield (Parry+1).

Troop Builder Cost: 54 + cavalry horse

Battle Value: 4

MINOR DEMON

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d6, Notice d6, Taunt d6, Stealth d4

Hindrances: -

Edges: Improved Frenzy, Level-Headed

Pace: 6; **Parry:** 7; **Toughness:** 10 (2)

Special Abilities

- **Armor:** scaly hide +2.
- **Claws:** Str+3.
- **Demonic Toughness:** Toughness +2.
- **Fear:** Minor demons channel the twisted energies of their home plane, creating a field of fear around them.
- **Fearless:** immune to fear and cannot be intimidated.
- **Flying:** Pace 10"; climb rate 5"

Troop Builder Cost: 76

Battle Value: 3

ARMY OF HIGHWATER

ARCHER

The dwarves of Highwater specialize in making and using powerful crossbows.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d6, Notice d6, Shooting d8, Swimming d4

Hindrances: Slow

Edges: Low-Light Vision, Marksman, Tough

Pace: 5; **Parry:** 5; **Toughness:** 7 (1)

Gear: Heavy crossbow (2d6, AP 2, 15/30/60, 1 action to reload) and 48 bolts, leather armor (+1), short sword (Str+2), throwing axe (Str+2, 3/6/12)

Troop Builder Cost: 47

Battle Value: 2

CAVALRY HORSE

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Guts d6, Notice d6

Pace: 8; **Parry:** 4; **Toughness:** 9 (2)

Gear: Chain barding (+2)

Special Abilities

- **Fleet-Footed:** Cavalry Horses roll a d8 when running.
- **Kick:** Str.
- **Size +2:** Cavalry Horses weigh between 800 and 1000 pounds.

Troop Builder Cost: 42

CLERIC

The clerics of Highwater specialize in healing and supporting the masses.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Faith d8, Fighting d6, Healing d6, Notice d6

Hindrances: -

Edges: AB (Miracles), Extra Power Points

Powers: armor, deflection, heal, obscure

Power Points: 15

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Dagger (Str+1), leather armor (+1)

Troop Builder Cost: 42

Battle Value: 2

FOOT SOLDIER

The soldiers of Highwater are well trained men and dwarves. These stats are the average soldier.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Throwing d6, Stealth d4, Swimming d4

Hindrances: Slow (dwarves only)

Edges: Low-Light Vision (dwarves only)

Pace: 5/6; **Parry:** 7; **Toughness:** 8 (2)

Gear: Chain mail (+2), long sword (Str+3), medium shield (+1 Parry, +2 Armor), throwing axe (Str+2, 3/6/12)

Troop Builder Cost: 49

Battle Value: 2

HEAVY CAVALRY

Highwater's Heavy Cavalry is widely renowned as a formidable fighting force.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Guts d8, Notice d6, Riding d8

Hindrances: Overconfident

Edges: Brawny, Combat Reflexes

Pace: 6; **Parry:** 8; **Toughness:** 11 (3)

Gear: Lance (Str+4), large shield (+2 Parry, +2 Armor), long sword (Str+3), plate mail (+3), war horse

Troop Builder Value: 61 + War Horse

Battle Value: 5

MAGE

The mages of Highwater are capable of powerful magic and are a boon to their army when they deploy with them to the field.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Guts d6, Knowledge (Arcana) d6, Notice d8, Spellcasting d10, Stealth d4

Hindrances: -

Edges: AB (magic), Extra Power Points x 3, Level-Headed, Wizard

Powers: *blast, bolt, quickness, smite, stun*

Power Points: 25

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Staff (Str+1, +1 Parry, Reach 1)

Troop Builder Cost: 48

Battle Value: 2

SCOUT CAVALRY

The Highwater Scout Cavalry are an early warning system, recon unit, and fighting force all in one.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d8, Riding d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: -

Edges: Steady Hands

Gear: Bow (2d6, 12/24/48) and 48 arrows, cavalry horse, leather armor (+1), short sword (Str+2), small shield (+1 Parry)

Troop Builder Cost: 45 + Cavalry Horse (42)

Battle Value: 3

WAR HORSE

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 13 (3)

Gear: Plate barding (+3)

Special Abilities

- **Fleet Footed:** War Horses roll a d8 when running.

- **Kick:** Str+1.

- **Size +3:** War Horses are large creatures bred for power and stature.

Troop Builder Cost: 57

THE BARBARIANS

BERSERKER

The barbarians are fierce but undisciplined warriors.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Climbing d6, Fighting d10, Guts d6, Intimidation d8, Notice d6, Stealth d6, Survival d6, Throwing d8, Tracking d6

Hindrances: -

Edges: Berserk, Combat Reflexes, Fleet-Footed, Improved Frenzy, Sweep

Pace: 8; **Parry:** 6; **Toughness:** 8 (1)

Gear: Great axe (Str+4, AP 1, -1 Parry, 2 hands), leather armor (+1), throwing spear (Str+2, 3/6/12)

Troop Builder Cost: 63

Battle Value: 3

THE ORCS

BLACK GUARD

The largest and toughest orcs join the Black Guard, an elite unit.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Throwing d6

Hindrances: -

Edges: Combat Reflexes, Improved Frenzy, Sweep

Gear: Chain shirt (+2), battle axe (Str+3), medium shield (Parry +1, +2 Armor)

Pace: 6; **Parry:** 8; **Toughness:** 9 (2)

Special Abilities

- **Size +1:** Orcs are slightly larger than humans.

Troop Builder Cost: 71

Battle Value: 3

FOOT SOLDIER

The typical orc warrior, they are strong and tough.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Throwing d6

Hindrances: -

Edges: -

Pace: 6; **Parry:** 6; **Toughness:** 8 (1)

Gear: Leather armor (+1), axe (Str+2), small shield (Parry +1)

Special Abilities

- **Size +1:** Orcs are slightly larger than humans.

Troop Builder Cost: 49

Battle Value: 2

SHAMIAN

Orc shamans appeal to dark gods for their power.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Faith d8, Guts d6, Healing d6, Notice d6, Taunt d6

Hindrances: -

Edges: AB (miracles), Extra Power Points x 2

Powers: *armor, blast, heal, obscure, smite*

Power Points: 30

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Leather armor (+1), staff (Str+1, +1 Parry, reach 1, 2 hands), magic talisman (10 extra Power Points)

Special Abilities

- **Size +1:** Orcs are slightly larger than humans.

Troop Builder Cost: 54

Battle Value: 2

RIDING WOLF

These large wolves are bred by the orcs for riding.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Guts d8, Fighting d8, Intimidation d8, Notice d6

Hindrances: Bloodthirsty

Edges: Brawny

Pace: 10; **Parry:** 6; **Toughness:** 8 (1)

Gear: Leather barding (+1)

Special Abilities

- **Bite:** Str+2.
- **Fleet-Footed:** Riding Wolves roll d10's instead of d6's when running.
- **Go for the Throat:** Riding Wolves instinctively go for an opponent's soft spots. When it has no rider, a raise on an attack roll indicates the wolf has hit the target's most weakly-armored location.

Troop Builder Cost: 42

WOLF RIDER

These are slightly smaller goblinoids who specialize in mounted combat.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d6, Notice d6, Riding d8, Stealth d4

Hindrances: -

Edges: Steady Hands

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Gear: Bow, 24 arrows, leather (+1), spear (Str+2, +1 Parry, reach 1, 2 hands), riding wolf

Troop Builder Cost: 45 + Riding Wolf

Battle Value: 3

SΘAN REE'S CΘNTINGENT

CAVALRY

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d6, Guts d6, Notice d6, Riding d6, Shooting d4

Hindrances: -

Edges: -

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Gear: Chain Shirt (+2), cavalry horse, long sword (Str+3), medium shield (+1 Parry, +2 Armor)

Troop Builder Cost: 38 + Cavalry Horse

Battle Value: 3

CAVALRY HØRSE

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Guts d6, Notice d6

Pace: 8; **Parry:** 4; **Toughness:** 9 (1)

Gear: Leather barding (+1)

Special Abilities

- **Fleet-Footed:** Cavalry Horses roll a d8 when running.
- **Kick:** Str.
- **Size +2:** Cavalry Horses weigh between 800 and 1000 pounds.

Troop Builder Cost: 40

FØØT SØLDIER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d6, Guts d6, Notice d6, Shooting d6

Hindrances: -

Edges: -

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Gear: Chain shirt (+2), short sword (Str+2), small shield (Parry+1)

Troop Builder Cost: 35

Battle Value: 1

PRØFILE NØTES

The Troop Builder Costs calculated above use the standard point values from the Troop Builder (Revised), available from the Great White Games web site: <http://www.greatwhitegames.com/>. The following notes detail the deviations from those published values.

- Stealth and Notice are treated as 1-point per level skills to reflect their value on a larger battlefield.
 - The Greater Demon's wing buffet is given a value of 2 points.
 - Demonic Toughness is valued as if it were armor.
 - Go for the Throat is a 1-point ability.
 - The shaman's talismans are 2-point items.
- New Powers

SUMMØN DEMØN

Rank: Special

Power Points: 5 - 25

Range: Smarts

Duration: Special

Trappings: Pentagrams, sacrifices, swirling vortices.

Summon demon allows a spellcaster to enact a ritual which summons a demon from another plane of existence. The demon is uncontrollable without another power or item, but remains summoned within the ward or pentagram until voluntarily dispelled by the summoner. The summoner must be within her Smarts die type in inches of the demon to dispel it. A released, unbound demon wreaks havoc in any way it may for 6 hours, after which time it dispels.



Type	Rank	Power Points	Ritual
Minor Demon	Novice	5	1 round
Major Demon	Veteran	15	1 day
Greater Demon	Legendary	25	1 week

DEMØNIC BARGAIN

Rank: Legendary

Power Points: 10

Range: Smarts

Duration: Permanent

Trappings: An exchange of power, a task to complete, an agreement to commit vile acts.

A *demonic bargain* permits an agreement with a demon. The demon agrees to obey the caster's instructions in exchange for some specific boon. The boon required varies from demon to demon and is correspondingly more horrible the more powerful the demon in question is. The demon is bound until the terms of the bargain are complete, at which time the caster has one hour to dispel the demon, otherwise it becomes unbound and has 6 hours to wreak havoc before dispelling.

AMBASSADOR, HIRØN ALLWEATHER

The ambassador was once an adventurer and ne'er-do-well and came to the attention of the king while pursuing less than legal activities. Work as a spy followed which later developed into a formal appointment. The ambassador is sent to the kingdoms around Highwater from time to time and is well known. He favors the taverns and inns of Highwater Castle over any place he has ever been.

Race: Human **Rank:** Heroic (60 points)

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d6, Notice d8, Persuasion d10, Riding d6, Stealth d6, Streetwise d6, Taunt d6

Hindrances: Curious, Quirk (hangs out with the lower classes), Stubborn

Edges: Attractive, Charismatic, Fleet Footed, Level-Headed, Strong Willed

Charisma: +4; **Pace:** 8; **Parry:** 7; **Toughness:** 7 (1)

Gear: Dagger (Str+1), leather armor (+1), rapier (Str+1, +1 Parry)



ARCH-WIZARD, GALIN GØLDVEIN

The arch-wizard is a strong-minded dwarf who is fierce in all aspects of his personality, from his desire to help to his unwillingness to listen to opinions which differ from his. His family is spread among the mining towns north of Highwater Castle and he returns there when he can, which is all too rarely, given his responsibilities.

Race: Dwarf **Rank:** Heroic (60 points)

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Investigation d6, Knowledge (Arcana) d8, Notice d6, Spellcasting d12, Riding d4

Hindrances: Heroic, Loyal, Slow, Stubborn

Edges: Arcane Background (magic), Extra Power Points x 4, Low Light Vision, Tough, Wizard

Powers: *blast, bolt, detect/conceal arcana, dispel, invisibility, speed*

Power Points: 30

Charisma: 0; **Pace:** 5; **Parry:** 6; **Toughness:** 6 (1)

Gear: Leather armor (+1), staff (Str+1, +1 Parry, Reach 1, 2 hands)



CAVALRY CAPTAIN, ALRIC BIRCHWOOD

The cavalry captain leads the heavy cavalry regiment of the Highwater army, one of the finest, best-equipped fighting forces ever assembled. Their commander embodies everything the knights stand for and is a superior combatant and capable leader. He grew up in the far south of Highwater, but has no ties outside the army.

Race: Human **Rank:** Heroic (60 points)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Guts d6, Intimidation d6, Knowledge (Battle) d6, Notice d6, Persuasion d4, Riding d10, Throwing d4

Hindrances: All Thumbs, Loyal, Overconfident

Edges: Attractive, Brawny, Command, Frenzy, Hold the Line!, Level-Headed, Nerves of Steel, Sweep

Charisma: +2; **Pace:** 6; **Parry:** 8 (6 w/ sword); **Toughness:** 10 (3)

Gear: Dagger (Str+1), knight's helm (+3), lance (Str+4), medium shield (+1 Parry, +2 Armor), plate mail (+3), two-handed sword (Str+4, -1 Parry, AP 1), war horse



CHIEF SCOUT, THEA RIDGER

Ridger once rode the mountains of Highwater alone, making every effort to avoid contact with others. She now leads the highly mobile, highly skilled Scout Cavalry of the Highwater Army, but is still most comfortable when no other person may be seen or heard and she is surrounded only by trees and wild places.

Race: Human **Rank:** Heroic (60 points)

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Battle) d4, Notice d10, Riding d8, Shooting d10, Stealth d6, Survival d8, Throwing d6, Tracking d8

Hindrances: Bad Luck, Habit (minor), Stubborn

Edges: Command, Level-Headed, Marksman, Quick, Steady Hands, Woodsman

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Bow (2d6, 12/24/48) and 48 arrows, 4 daggers (Str+1, 3/6/12), leather armor (+1), riding horse, short sword (Str+2)



HIGH CLERIC, OAN STONESHELF

The High Cleric leads the people of Highwater in their faith and devotion to Haml, god of stone and water. Injured as a youth, he is one of the few dwarves who spends most of his time abroad mounted, as riding is easier than walking for him. He grew up and lives in Highwater Castle and is surrounded there by family and friends.

Race: Dwarf **Rank:** Heroic (60 points)

Attributes: Agility d4, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Faith d12, Fighting d4, Guts d6, Investigation d6, Knowledge (Religion) d8, Notice d6, Persuasion d8, Riding d6

Hindrances: Lame, Pacifist (minor), Quirk (dwarf that likes to ride), Slow, Vow (major: service to Haml)

Edges: AB (Miracles), Extra Power Points x 3, Low-Light Vision, Luck, Rapid Recharge, Tough

Power Points: 25

Powers: armor, dispel, greater healing, healing, light

Charisma: 0; **Pace:** 4; **Parry:** 4; **Toughness:** 6 (1)

Gear: Dagger (Str+1), leather armor (+1)



KNIGHT TEMPLAR, THAR SUMMITSNØW

At any time, only one Knight Templar rides in Highwater. Selected by the High Cleric, this man or dwarf is the Temple of Haml's solitary mystical soldier. Thar was committed by his family—a wealthy merchant family in Highwater—to the church at a young age. His dedication became clear and he quickly grew to be favored by Oan Stoneshelf, who naturally appointed him to the post of Knight Templar when the former Knight retired due to infirmity.

Race: Human **Rank:** Heroic (60 points)

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Faith d10, Fighting d8, Guts d6, Healing d6, Investigation d4, Knowledge (Religion) d6, Persuasion d6, Riding d8

Hindrances: All Thumbs, Bad Eyes (minor), Vow (major: service to Haml)

Edges: AB (Miracles), Arcane Resistance, Champion, Extra Power Points x 2, Holy Warrior

Power Points: 20

Powers: boost/lower trait, healing, smite, stun

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Gear: Chain mail (+2), dagger (Str+1), lance (Str+4), medium shield (+1 Parry, +2 Armor), long sword (Str+3), war horse



THE QUEEN'S CHAMPION, ENLIE GREENSWARD

The first female Champion in three decades, this young woman relishes a fight and is supremely qualified to participate in them. One of the finest sword fighters in the kingdom, she is also a tough opponent mentally and is not easily distracted. She talks constantly, whether in combat or not. A daughter of the tough lumbermen of central Highwater, she enjoys returning to the villages of her youth when she can, though they lack the enchantment of the castle and the city around it where she now makes her home.

Race: Human **Rank:** Heroic (60 points)

Agility: d8, **Smarts:** d6, **Spirit:** d6, **Strength:** d8, **Vigor:** d6

Skills: Climbing d4, Fighting d12, Guts d4, Intimidation d6, Notice d6, Shooting d6, Streetwise d4, Swimming d4, Taunt d6, Throwing d6

Hindrances: Code of Honor, Loyal, Quirk

Edges: Ambidextrous, Block, Combat Reflexes, First Strike, Florentine, Mighty Blow, Quick, Strong Willed, Two-Fisted

Charisma: 0, **Pace:** 6, **Parry:** 9 (10 w/Florentine), **Toughness:** 7 (2)

Gear: Dagger (Str+1), chain mail (+2), long sword (Str+3), short sword (Str+2)



GENERAL OF THE ARMY, HART AXEBITE

Long ago, when General Axebite was merely a lieutenant, he faced a "bandit" raiding party in the south of Highwater. He knew they were really Arlitians, but couldn't prove it and didn't care to. To his frustration, he was consistently outmaneuvered by the bandit leader that day. He later learned that his enemy was Moriol Vorishef, who eventually became Lord High General of Arlit. The two have traded verbal thrusts and parries on the rare occasions they have found themselves in each others' company and Axebite still feels he owes his crafty enemy a little payback.

Race: Dwarf **Rank:** Heroic (60 points)

Attributes: Agility: d6, Smarts: d10, Spirit: d8, Strength: d8, Vigor: d8

Skills: Fighting d8, Guts d8, Intimidation d6, Knowledge (Battle) d10, Notice d6, Persuasion d6, Riding d6, Shooting d6, Streetwise d4, Throwing d4

Hindrances: Enemy (major), Obese, Slow, Vengeful (minor)






















Edges: Combat Reflexes, Command, Danger Sense, Hold the Line!, Level-Headed, Low-Light Vision, Luck, Natural Leader, Tough

Charisma: 0; **Pace:** 4; **Parry:** 7; **Toughness:** 9 (2)

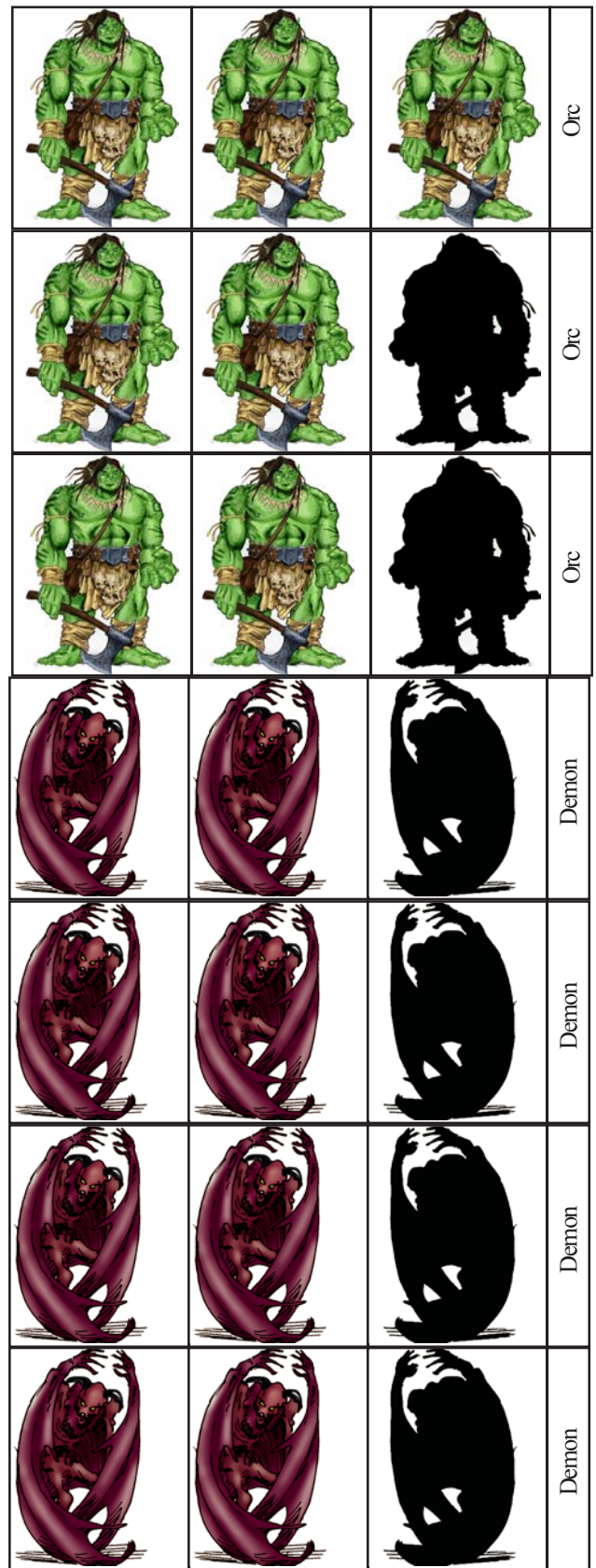
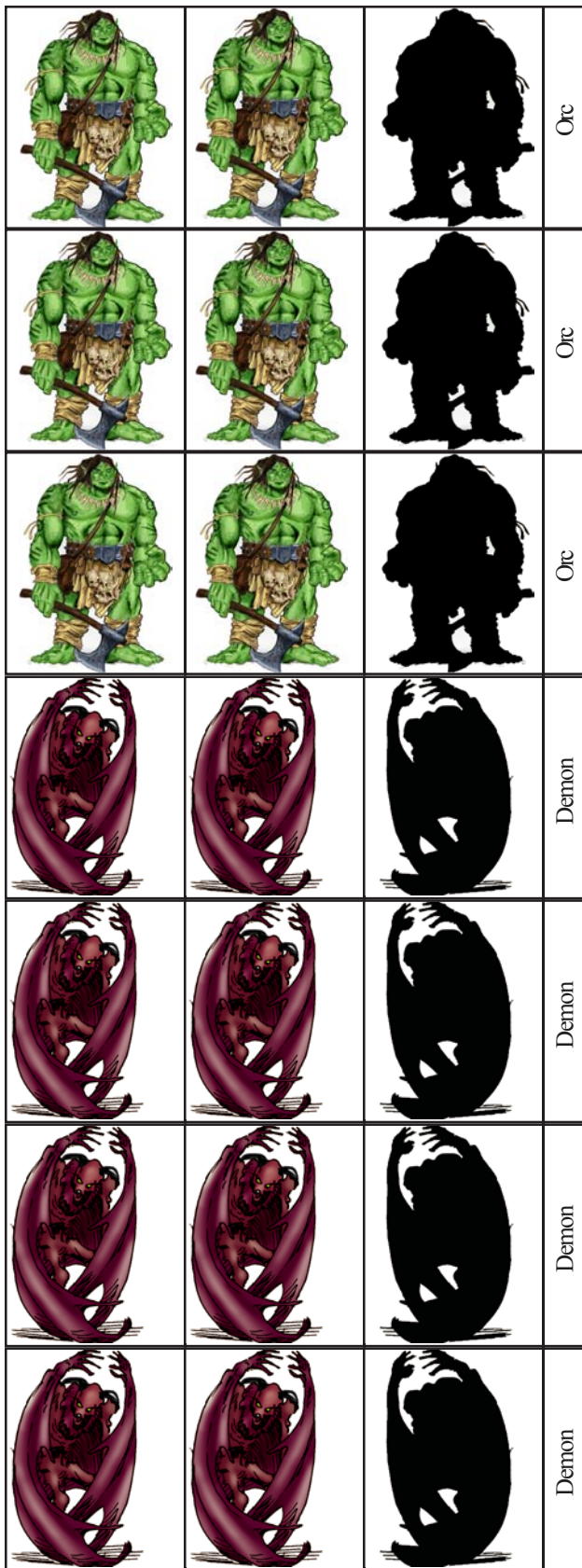
Gear: Battle axe (Str+3), chain mail (+2), dagger (Str+1), medium shield (+1 Parry, +2 Armor)



			Alric Birchwood
			Enlie Greensward
			Galin Goldvein
			Hart Axebite
			Hiron Allweather
			Oan Stoneshelf
			Thar Summisnow

			Thea Ridger
			Retainers
			Retainers
			Retainers
			Retainers
			Retainers
			Retainer Captain

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